POLYHEDRON™

Newszine Issue 27

RPGA™ NETWORK

©1983 TSR Hobbies, Inc. All Rights Reserved

Contents

About the Cover

This issue's cover depicts the Thorinson Clan of Yentam, a family of dwarven player characters developed and played by member Skip Olsen and his fellow gamers. For detailed descriptions, see the "New Rogues Gallery" article on page 8. Cover art by Roger Raupp.

Special Module Feature

11 She-Rampage! — *by Susan Lawson and Tom Robertson. For the first time, POLYHEDRON™ Newszine presents a full feature module for the MARVEL SUPER HEROES™ Game! Play one of six super-powered women out to avenge their honor. Characters are included.*

Features

6 Dominion Spells — *by Jon Pickens. This issue's installment of the "Unofficial New Spells" series offers a whole new category of magic-user spells.*

8 The Thorinson Clan of Yentam — *by Skip Olsen. Our cover story is another installment of "New Rogues Gallery." If you need a few interesting personalities for your campaign, try these five dwarves.*

24 Alignment Theory — *by Robert DesJardins. This pseudo-mathematical model puts a new light on character alignment in the AD&D® Game.*

27 Gamma Mars: The Attack! — *by James M. Ward. The Humans and Luntarians are not alone on Mars. Enter the natives!*

Departments

5 Notes From HQ — *by Penny Petticord*

26 Dispel Confusion — *by Penny Petticord.*

28 Fletcher's Corner — *by Michael Przytarski. Advice on dealing with problem players.*

30 The Critical Hit — *by Errol Farstad. A review of the King Arthur Pendragon Game.*

POLYHEDRON™ Newszine (the official newsletter of TSR, Inc.'s ROLE PLAYING GAME ASSOCIATION™ Network) is published bimonthly by TSR, Inc. The mailing address for all correspondence is: P.O. Box 509, Lake Geneva, WI 53147. Telephone: (414) 248-3625.

POLYHEDRON Newszine is mailed free to all RPGA™ members. US membership rates are $12 per year (bulk mail delivery only); foreign rates are $20 per year (surface mail) or $30 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to insure uninterrupted delivery.

POLYHEDRON™

NEWSZINE

Volume 5, Number 6

Issue #27

Editor: Penny Petticord

Contributing Editors:
Susan Lawson
Tom Robertson

Production:
Kim Lindau
Patrick L. Price
Roger Raupp

Contributing Artists:
Jeff Butler
Jim Holloway
Marvel Bullpen
Roger Raupp

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork. No responsibility for such submissions can be assumed by the publisher in any event. No submissions will be returned unless accompanied by a self-addressed, stamped envelope of sufficient size.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the Publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA™ Network sanctioned tournaments, conventions, and events without cost to the Publisher. All other publication rights may be reserved by the author except that, upon publication, the Publisher is granted a first right of refusal to purchase any and all such publication rights offered for sale by the author. Solely for purposes of submissions for publication in POLYHEDRON Newszine and upon prior written agreement, authors may be granted a non-exclusive right to use TSR copyrighted material with proper acknowledgement; however, any use of such copyrighted material in the submission beyond the newszine without TSR's further prior written approval is prohibited.

In the event an article submitted for publication in POLYHEDRON™ Newszine contains material copyrighted by TSR, Inc., to such an extent as to make it impractical to separate those materials from the submission, TSR will retain copyright ownership of the article upon submission for publication.

However, if TSR makes use of the materials contained in the article for any product or commercial purpose beyond RPGA™ Network use, TSR will pay the author the then current fee for such product or purpose.

All letters addressed to the RPGA™ Network or to TSR, Inc., will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing.

Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of the individual authors, and do not reflect the opinions of TSR, Inc., the RPGA Network, or its staff.

DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, ADVANCED D&D, AD&D, BOOT HILL, GAMMA WORLD, TOP SECRET, DRAGON, and STAR FRONTIERS are registered trademarks owned by TSR, Inc. "TM" designates other trademarks owned by TSR, Inc., unless otherwise indicated. ROLE PLAYING GAME ASSOCIATION, RPGA, and GEN CON are service marks owned by TSR, Inc. MARVEL SUPER HEROES, SECRET WARS, and all Marvel characters are trademarks of the Marvel Comics Group. THE ADVENTURES OF INDIANA JONES™ Game is a trademark of Lucasfilm, Ltd. © 1985 TSR, Inc. All Rights Reserved.

Notes From HQ

News for December

If this is your first issue of POLYHEDRON™ Newszine, I'd like to take this opportunity to welcome you to the RPGA™ Network. The newszine is your means of communication with over 9,000 other gamers worldwide. In it, we publish articles donated by members, club news, official rulings on game-related questions, and tournament modules. If you have an idea that you would like to share with the rest of the Network, write it up and send it to HQ. This is your chance to speak out!

White Rabbits

"Oh dear! Oh dear! I shall be too late!"

"Now, here, you see, it takes all the running you can do, to keep in the same place. If you want to get somewhere else, you must run at least twice as fast as that!"

— Lewis Carroll

In the early days of the Network, before the newszine even had a name, a column entitled "White Rabbits" appeared whenever promised items were delayed in production. This time our white rabbits are the newszine (which still isn't on schedule despite our best efforts) and the membership directory.

The latest snag with the directory is that though we now have a computer program capable of pulling the necessary information out of our membership files and feeding it directly to the typesetter, some of it comes through garbled. We have to correct each such problem by hand, since the cause is different in each case. As for the Newszine, blame that delay on the fact that we believe in giving you quality merchandise for your money, so we won't let anything out until it meets the standards. This sometimes takes a little extra time, but we feel that it's worth it.

Overall, I must admit that many of this past year's delays have been caused by me alone. That is, they have resulted from the fact that I have been alone at HQ, handling the memberships, the newszine, the tournament program, the purchasing, and all the other aspects of administration by myself, with only a part-time membership director in another department to help. Because the Network is a service organization and not a profit-making venture, we run the budget very close to the line, keeping staff to a minimum. But though we scrimp on staff to keep the price of membership down, we refuse to scrimp on quality, so the workload does pile up during busy seasons.

Nowadays, HQ and the Convention Services department are working together on both conventions and membership. Shipments of membership packets are already back on schedule thanks to Diane Cocroft (the new GEN CON® Game Fair coordinator) and Mary Lauderdale (the able part-time assistant), and we should be able to get the newszine back on schedule within the next couple of issues. (Note that your newszine subscription and your membership may not start and end together, but you will still receive six issues per year of membership, regardless of when your membership actually expires.) After that, we will be devoting all our efforts to the membership directory, which will be mailed to the entire membership upon its release, including those whose memberships have technically expired in the meantime.

The good news is that our computer is finally being reprogrammed to accept experience point data from tournaments, which should make it a whole lot easier to keep you tournament players and judges updated on your progress. Member Ollie Cahoon (TSR, Inc.'s computer wizard) is working feverishly to complete the new programming. (I guess he wants his tournament points too.)

GEN CON® 19 Game Fair

Convention Services is gearing up for GEN CON 19 Game Fair, and will shortly be sending out letters soliciting events. All RPGA™ members will get letters automatically; we know you are the best and most reliable game masters available. But we'd also like you to squeeze in some judging time for the RPGA Network events. If you will be attending the convention and would like to take a turn at judging a Network event, fill out the form on the inside back cover and send it to HQ. Do not use that form to submit your own events; the letter you will receive from the convention department is for that purpose. However, approximate scheduling is given for the Network events for your convenience, so that you can try to schedule your own events around your Network judging slots.

Please indicate how many time slots (4 hours each) you are willing to devote to Network events, so that we don't overburden you in scheduling. You can always call HQ and request more slots if your own events are turned down for some reason.

New "Classes"

The player and judge rankings were created to give proper recognition to the skilled role players who participate in tournaments. But there are others who contribute to the system as well. As expert tournament coordinator Rembert Parker pointed out, they also serve who only shuffle paper. To date, we have awarded judging points to tournament coordinators so that they don't have to give up all advancement to coordinate an event. But that doesn't seem fair, since judging is not the service they're really performing. Plus, it muddies up the meaning of the rankings, making it impossible to tell from the numbers which individuals are actually the most skillful judges, and which are coordinator material.

I think its time to call an administrator an administrator, and create a separate ranking category for those who deal with the Dreaded Paperwork, from the volunteer scorers and office workers to the tournament coordinators. After all, it sure would be nice for clubs to know who they could call on to help out with their tournaments. And we at HQ appreciate those coordinators. (Try it sometime; it's harder than you think). Likewise, there should be recognition for authors who write tournament scenarios and contribute them for Network use. The author category could also cover articles written for the newszine.

I haven't worked out the specs for these proposed "classes" yet because I'd like to hear some commentary from authors, administrators, and plain old members on this idea. Do you think it'll work, or is it complicating matters too much? Personally, I think it would help us to recognize the potential and talents of each individual member, and it lets the rest of us know who's especially good with which aspects of the hobby. After all, we each have something to contribute, whether or not we are able to get to a lot of tournaments.

April Fool

The annual April Fool issue will be going into production soon. For those of you who have never experienced one before, the April issue is devoted to silly articles, encounters, spells, etc. After all, games are supposed to be fun, so once a year we try to put some levity into the hobby. If you have something foolish to contribute, send it in by March 15, 1986, and we'll try to include it.

'Til next issue,
Penny Petticord

DOMINION

An Unofficial New Spell Category for Magic-Users

by Jon Pickens

In this issue, we continue the "Unofficial New Spells" series with an entirely new magic-user spell category: dominion spells. Previous installments of the series may be found in issues #22, #24, #25, and #26.

I have long felt that the best way to develop a specialized mage is via spell selection within the standard class. Most spell categories (i.e., evocations, alterations, etc.) have enough spells to make this workable. However, there is one spell that doesn't fit into any group: *magic jar.* The development of a spell category into which this spell will fit forms the basis of this installment. The new category, which I call dominion, has its roots in the psionic system, especially the domination discipline. The basic tricks of the mage who specializes in dominion spells include controlling the victim's voluntary muscles and sensory linkages, and finally shifting entire life forces. For campaign play, these spells should be limited to neutral magic-users or evil NPCs, as the classic practitioner is a Sauron-type, sitting in the middle of his zombie army and secretly pulling strings from afar. The seeking and use of these spells are highly questionable activities for good characters.

Empathic Seizure (Dominion)

Level: *1*
Range: *3″*
Duration: *Special*
Area of Effect: *One creature*
Components: *V,S*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: This spell enables the caster to seize the mind of a single creature and hold its body rigid. To establish the effect, the caster must meet the victim's gaze (automatic unless the victim takes precautions). The spell automatically fails against creatures with more than 6 hit dice (or levels), mindless or unseeing creatures, or opponents warded by *protection from evil.* If the victim takes damage while the spell is in effect, the caster also takes damage equal to 1/4 of the amount inflicted on the victim due to empathic shock. The spell ends when the caster ceases concentration upon it, takes any damage, or is otherwise disturbed.

Empathy (Divination) Reversible

Level: *1*
Range: *1″/level*
Duration: *1 turn*
Area of Effect: *One creature per round*
Components: *V,S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to sense the basic needs, drives, and emotions (i.e., hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, etc.) of one or more unshielded sentient minds within range. The caster may probe one creature or object per round. The spell gives no result for creatures protected against such detection (including psionic creatures) or emotionless creatures (such as slimes, oozes, jellies, golems, skeletons, zombies, etc.). Unlike the clerical version, *empathy* allows the caster to detect the presence of psionic ability in a creature or object, and its relative strength (weak, moderate, or strong). The reverse of the spell masks the emotions of any one creature for one turn.

Empathic Control (Dominion)

Level: *2*
Range: *6″*
Duration: *Special*
Area of Effect: *One creature*
Components: *V,S*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell enables the caster to seize the mind and control the body of a single creature within the spell range. Creatures of more than 6 hit dice (or levels), mindless creatures, and those warded by *protection from evil* are immune to this spell. Although controlled, the victim remains aware and cannot be forced to act against its nature or perform obviously self-destructive acts. If such an order is given, the victim may make a new saving throw vs. death with a +4 bonus; success ends the spell immediately. If the controlled creature takes damage while the spell is in effect, the caster also takes damage equal to 1/4 of that inflicted upon the victim due to empathic shock. The spell ends when the caster loses sight of the creature for any reason, ceases concentration, or takes damage other than empathic shock. (In the latter case, the caster must make a saving throw vs. spells at +2 to maintain control.) It is possible for the caster to send the subject beyond the initial casting range, as long as it remains in sight.

Empathic Link (Dominion)

Level: *3*
Range: *1″/level*
Duration: *Special*
Area of Effect: *One creature*
Components: *V,S*
Casting Time: *3 segments*
Saving Throw: *Special*

Explanation/Description: This spell allows the caster to make empathic contact (cf. *empathy*) with a creature and use its sensory abilities by concentrating on them. In addition, the caster may, once each round the spell is in effect, attempt to influence the victim's actions by concentrating upon that to the exclusion of other activities. Creatures of low or animal intelligence save vs. spells at a penalty of -2 when the spell is cast. Failure means that the spell takes effect, but the victim is entitled to a new saving throw vs. spells each time the caster attempts to influence the victim's actions. A successful saving throw against an attempt to influence means that the specific attempt has failed but the spell itself remains in effect. Unwilling recipients of exceptional intelligence (15 or better) save vs. spells with a +2 bonus for each attempt to influence, and are free of the spell if successful. The victim cannot in any case be forced to act against its nature or to perform obviously self-destructive acts; any such orders are simply ignored. Mindless creatures and those warded by *protection from evil* are immune to this spell.

Once the *link* is established, the distance to which the creature can be sent is limited only by its movement within the spell's duration. If the creature takes damage while the *link* is in use, the caster also takes damage equal to 1/4 of that inflicted upon the victim, up to the creature's total number of hit points, due to empathic shock. While using a subject's senses, the caster is vulnerable to any sensory attack (i.e. gaze, sonic, olfactory, etc.) to which the victim is subjected. The caster may break the link voluntarily, which ends the spell; otherwise, the duration is 5 rounds/level.

Domination (Dominion)

Level: *4*
Range: *1″/level*
Duration: *Special*
Area of Effect: *One creature*
Components: *V,S*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell allows the caster to control the actions of any one creature (including undead) until the caster ceases concentration, takes damage, or is otherwise disturbed, though the caster may move at up to half normal speed without relinquishing control. When the spell is cast, the victim must make a saving throw vs. spells at a penalty of -2. Failure indicates that the spell has taken effect. Victims ordered to take actions against their nature receive a new saving throw at a bonus of +1 to +4, depending upon the severity of the action required. Obviously self-destructive orders are ignored, but the spell remains in effect. Once

control is established, there is no limit to the range at which it can be exercised as long as the victim is on the same plane as the caster. The caster does not receive direct sensory input, but does have a telepathic link with the recipient. Unlike lower level spells of this type, the caster takes no empathic damage if the recipient is damaged. A successful saving throw means that the creature is *slowed* for 1d4 rounds, but *protection from evil* blocks this spell completely.

Major Domination (Dominion)

Level: *6*
Range: *1"/level*
Duration: *2 rounds/level*
Area of Effect: *One creature*
Components: *V,S*
Casting Time: *6 segments*
Saving Throw: *Special*

Explanation/Description: This is generally the same as the fourth-level *domination* spell, except that failure to gain or maintain control over the victim does not end the spell. The caster may attempt to establish control once per round until the spell duration expires, but may not attempt to take over a specific creature more than once per game turn, and only one subject may be controlled at a time. The *slowing* effect lasts 1d4 rounds after the caster ceases concentration on the victim. *Protection from evil* blocks the effects of this spell.

Enhanced Empathy (Dominion)

Level: *7*
Range: *1"/level*
Duration: *5 rounds/level*
Area of Effect: *Caster only*
Components: *V,S*
Casting Time: *7 segments*
Saving Throw: *Special*

Explanation/Description: This spell improves the effect of empathic spells of third level or less. While this spell is in effect, saving throws against any of the caster's empathic spells are made at a penalty of -4. In addition, the caster is completely protected against empathic shock damage.

Mahlorn's Mental Transfer (Dominion) Reversible

Level: *8*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V,S,M*
Casting Time: *8 turns*
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster can place a creature's life force (even his own) into a specially fabricated item or magical construct. The creature's body falls into a state of catalepsy when its life force enters the item, and remains so until the life force returns. While in the construct, the creature may perform any action permitted by the new form. In an item such as a ring or a sword, the creature may communicate telepathically with the user when the item is held or worn properly. In the case of special statues, a spellcaster might even employ his own spells (DM discretion).

If the creature's body is destroyed while its life force is in the construct, it is trapped in the item. If the item is destroyed while the creature's life force is in it, the creature may regain its body by making a system shock roll if the body is within 1 mile per caster level of the construct when it is destroyed; otherwise the creature's life force is snuffed out. The *mental transfer* cannot be *dispelled* normally, though the creature's life force may be driven out of the construct with an *exorcism* spell.

The material components of the spell are a construct to house the life force, a scroll inscribed with special rare inks, and a 5000 gp gem, which is consumed in the process. The exact nature of the construct allowed is decided upon by the DM, but it must be magical and its cost should not be less than 150% of the gold piece sale cost of a magical version of the item. (For example, a *sword +1* enchanted for this purpose should cost at least 3,000 gp.)

The original scroll, the construct, and the body of the recipient are required to reverse the spell. Both the scroll and the construct are destroyed in this process.

Malhorn's Mental Exchange (Dominion)

Level: *9*
Range: *6"*
Duration: *Special*
Area of Effect: *Special*
Components: *V,S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: This spell allows the caster to mutually transfer life forces between two creatures. The recipients must be

within 20' of each other at the time the spell is completed, or it automatically fails. When the spell is used correctly, both creatures are surrounded by sparkling green flashes and must save vs. spells at -6 to avoid the effects. If both fail, then the spell takes effect. If one creature saves and the other fails, the one who saves is automatically stunned (reeling and unable to take actions) for 1 round, and the other is automatically stunned for 1-4 rounds.

In a successful transfer, both life forces retain all mental abilities and behavior patterns, though their physical abilities are limited by their new forms. Creatures unaccustomed to being shifted this way are stunned for a minimum of 1 round after the transfer.

If one of the bodies is slain, the spell ends immediately. The life force of the slain body departs (as per normal death), and the other life force snaps back to its body. The surviving entity must immediately make a system shock check or die. (For creatures, use 80% + 1% per hit die instead of the system shock check.) In rare cases (2%), the life force of a creature whose body has been slain does not depart, but coexists in the host body with the original owner. Such a life force may be able to take control of the survivor — use the control rules for the *magic jar* spell to determine this. Note that the "guest" life force cannot be ejected, only suppressed, unless *exorcised*. Otherwise, the spell effect lasts 1 turn per caster level. At the end of this time, the life forces are automatically returned to their respective bodies as soon as the bodies are within 20' of each other.

Mass Domination (Dominion)

Level: *9*
Range: *6"*
Duration: *Special*
Area of Effect: *3" cube*
Components: *V,S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: This is a more powerful form of the fourth-level *domination* spell. The *mass domination* spell affects up to two levels or hit dice per level of the caster and the initial saving throw against the effect is made at a -4 penalty. The *dominated* creatures must generally obey the caster, though obviously self-destructive orders are ignored. In addition, the caster can, at will, automatically establish either an *empathic link* (as the third-level spell) or a direct *domination* (as the fourth-level spell) on an individual under *mass domination*, simply by concentrating on it. At no time does the caster take empathic damage for creatures under *mass domination*.

Except when concentrating on an individual, the caster has full normal capabilities. *Dominated* creatures are entitled to normal saving throws against the effects of mass domination in the same way and at the same times as the *charm* spell (cf. the second level druid spell). There is no limit to range of this spell's effects, but the caster cannot establish a link with or directly dominate a creature not currently on the same plane.

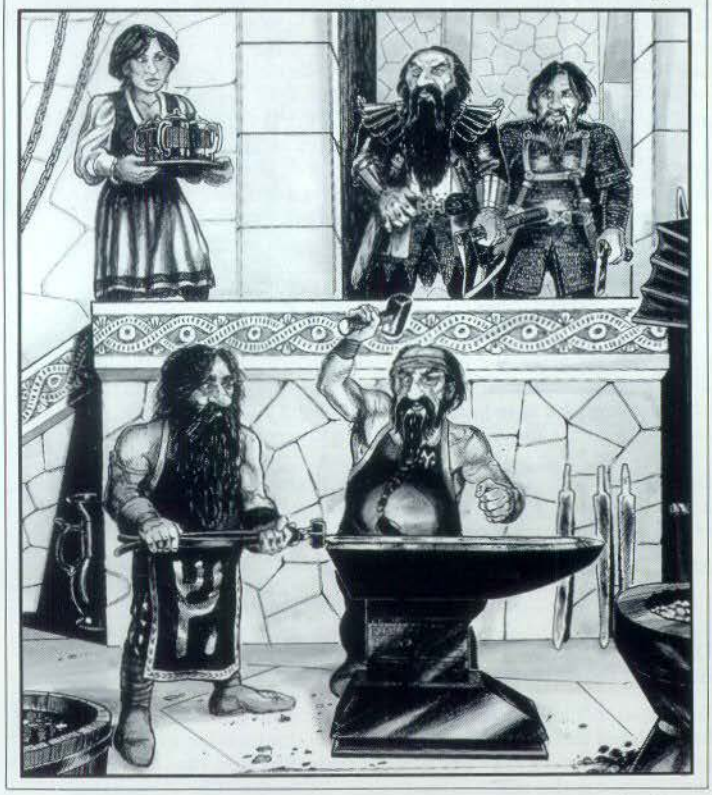
For every four hit dice per level (or fraction thereof) controlled simultaneously, the caster's constitution is temporarily lowered one point. For example, the constitution of an 18th-level caster *mass dominating* 75 HD of creatures is temporarily 2 points lower than normal. The spell ends when the caster is utterly destroyed or voluntarily ceases control.

THE THORINSON CLAN

by Skip Olsen

© 1986 Skip Olsen. All Rights Reserved.

The New Rogues Gallery



A few years ago, my friend Lonnie Matney and I started a family of dwarven PCs which would eventually become a powerful force in the future of our Midgaard Campaign. Originally, there was only Lonnie's character, King Sandor the Smasher, and my own character, Thorvald Thorinson. Eventually, these two became so powerful that they had to be retired to NPC status, and they formed the basis of the Thorinson Clan. Some of the other family members described below are also my characters; others have been played at various times by my brother and a close friend. More are coming, and soon the Thorinson Clan will be known over the width and breadth of Midgaard.

Why dwarves? Well, my Norse heritage has made me a student of Norse literature and mythology. So, naturally, the gods Thor, Odin, Tyr, and Loki are some of my favorite personalities. But gods are not suitable as PCs in normal play, so I took the next best candidates from the sagas and eddas of my childhood: the dwarves. Dwarves have always held a special place in my heart, and they are tailor-made for the AD&D® game setting.

So here for your enjoyment are Thorvald, Finhile, Balkar, Filkrim, and Breat — the Thorinson Clan of Yentam.

Thorvald Thorinson

Player: Skip Olsen
8th-Level Male Dwarven Fighter

STR: 18(63)
INT: 13
WIS: 11
DEX: 17
CON: 18
CHA: 14

AC Normal: -4
AC Rear: 1
Hit Points: 84
Alignment: Lawful Good
Deity: Thor

Weapon Proficiencies: hammer, battle axe, short sword, hand axe, dagger, spear.

Special Abilities: infravision (60′); +5 bonus to saving throws vs. poison, rods, staves, wands, and spells; 75% chance to detect sloping passages or new construction within 10′ if searching; 66 2/3% chance to detect sliding or shifting walls or rooms within 10′ if searching (1-4 on 1d6); 50% chance to detect stonework traps or approximate depth underground within 10′ if searching; +1 bonus "to hit" vs. orcs, half-orcs, goblins, or hobgoblins; -4 penalty to opponent's "to hit" roll when attacked by ogres, trolls, ogre magi, giants, or titans[2].

Languages: Common, Dwarvish, Gnomish, Orcish, Goblin, Kobold.

Equipment: *plate mail +2*[3], *shield +1* (medium)[3], *hammer +3, dwarven thrower*[3], *short sword +1*[3], 2 daggers, *gauntlets of ogre power*[3].

Description: Thorvald is a strong, well-built hill dwarf[2]. He stands 4′0″ tall and weighs 150 lbs. He has black hair and a long, black beard, which he usually wears bound into a long braid. His eyes are brown and somber, and his arms, face, and chest are covered with scars from past battles.

History: Thorvald was born in the hills of Yentam in the Dwarven kingdom of Shalimar. In his youth, he was a man-at-arms in the army of King Sandor the Smasher of Shalimar, but he left the military after a few years to make his own fortune in the world. After years of adventuring and travel, Thorvald and his companions found themselves in the service of the Welkrem, a good storm giant[1], who rewarded them all handsomely for their exceptional service. Although he was offered riches and a keep of his own, Thorvald declined these trappings of civilization and accepted, instead, the magic hammer *Vaalkor*, the Hammer of the Dwarves.

Later in his travels, Thorvald met a female mountain dwarf[2] named Finhile. She was an excellent fighter, and she fought so bravely in battle that she soon won the heart of the bold Thorvald. After years of friendship, they were married. Finhile agreed to retire and make a home for the two on the condition that after two years Thorvald must also retire and spend his life with her. Finhile retired from adventuring, and two years later, Thorvald retired too.

Personality: Thorvald is usually trusting, but he is a suspicious sort, and he never lets his guard down with those he doesn't know. He loves to drink and sing with close friends, but with strangers he is distant and aloof. He dislikes horses and is deathly afraid of deep water, but more than anything else, he hates giants (except storm giants, for one of those won his respect). The past several years of quiet home life have served to mellow his hot temper, but the fires of battle and adventure in far lands still burn brightly in his heart.

Current Residence: Thorvald is currently in semi-retirement at his home in Yentam, where he is a highly respected member of the Council of King Sandor.

Finhile the Fearless

Player: Lynne Haible
6th-Level Female Dwarven Fighter

STR: 17
INT: 16
WIS: 14
DEX: 16
CON: 17
CHA: 15

AC Normal: -2
AC Rear: 2
Hit Points: 54
Alignment: Neutral
Deity: Thor

Weapon Proficiences: broadsword, longsword, short sword, mace, hammer, dagger.

Special Abilities: infravision (60′); +4 bonus to saving throws vs. poison, rods, staves, wands, and spells; 75% chance to detect sloping passages or new construction within 10′ if searching; 66 2/3% chance to detect sliding or shifting walls or rooms within 10′ if searching (1-4 on 1d6); 50% chance to detect stonework traps or approximate depth underground within 10′ if searching; +1 bonus "to hit" vs. orcs, half-orcs, goblins, or hobgoblins; -4 penalty to opponent's "to hit" roll when attacked by ogres, trolls, ogre magi, giants, or titans[2].

Languages: Common, Dwarvish, Gnomish, Orcish, Goblin, Kobold, Gnollish, Halfling.

Equipment: *chain mail +3*[3], *longsword +1/+4 vs. reptiles*[3], *short sword +2*[3], *shield +1* (small)[3], *mace +1*[3], dagger, *ring of invisibility*[3].

Description: At 4′2″ tall and 148 pounds, Finhile is taller and sturdier than most mountain dwarves, even the males. She has brown eyes and long brown hair, which she keeps tied up in the back so that it does not interfere with her fighting. Despite the long scar running from her left temple to the point of her chin (the gift of a hobgoblin's sword), she is quite comely for a dwarf, and she is often the focus of amorous attention from male dwarves. But their ardor is soon doused by her fierce and competetive attitude towards men.

History: The only daughter of a poor armorer, Finhile learned her weapon skills from the many clients who visited her father's armory, though many of them left without paying. At a relatively young age, she left home to find adventure in the wide unknown world.

Once she almost died when hobgoblins ambushed her party, but she escaped with her life thanks to Mingoe the halfling, who dragged her out of the fray. To this day, the horrible scar that Finhile bears on her face serves to remind her of her hatred for the vile race of hobgoblins.

A short time afterwards, she met Thorvald Thorinson, a hill dwarf whom she came to admire and love. After their marriage, she bore him two sons, Filkrim and Balkar, who later became famous warriors in their own right.

Personality: Finhile loves any sort of physical endeavor, and she loves to teach youngsters the art of the blade. She likes to show off in front of the younger males by challenging them and their elder "heroes" to physical contests, which she usually wins. She dislikes weaklings and magic-users, for she thinks that mages look down on everything and everybody. She hates orcs, giants, ogres, trolls, and most especially hobgoblins.

She loves her son Filkrim because he is so like his father, but her heart aches for her younger son Balkar, who ran away from home at an early age. Though there has been no word of him since his departure, she still hopes that he will return someday.

Current Residence: Finhile now runs a warrior training school in Yentam, while Thorvald sits in council.

Filkrim Thorvaldson

Player: Jim Olsen
6th-Level Dwarven Fighter

STR: 18(10)
INT: 15
WIS: 13
DEX: 17
CON: 18
CHA: 15

AC Normal: -3
AC Rear: 2
Hit Points: 63
Alignment: Lawful Good
Deity: Thor

Weapon Proficiencies: broadsword, longsword, hammer, mace, battle axe, dagger.

Special Abilities: infravision (60′); +5 bonus to saving throws vs. poison, rods, staves, wands, and spells; 75% chance to detect sloping passages or new construction within 10′ if searching; 66 2/3% chance to detect sliding or shifting walls or rooms within 10′ if searching (1-4 on 1d6); 50% chance to detect stonework traps or approximate depth underground within 10′ if searching; +1 bonus "to hit" vs. orcs, half-orcs, goblins, or hobgoblins; -4 penalty to opponent's "to hit" roll when attacked by ogres, trolls, ogre magi, giants, or titans[2].

Languages: Common, Dwarvish, Gnomish, Orcish, Goblin, Kobold, Halfling.

Equipment: *chain mail +3*[3], *shield +1* (small)[3], *broadsword +2 (giant slayer)*[3], *longsword +1 (luck blade — 2 wishes*[2]*)*[3], *hammer +1*[3], dagger, *ring of fire resistance*[3].

Description: At 4′3″ and 160 pounds, Filkrim is large for a dwarf (an attribute he inherited from his mother, Finhile). He wears his long brown hair and beard free. His eyes are also brown, and they sparkle with intelligence.

History: Filkrim is the eldest son of Thorvald and Finhile, and he inherited the best of both his parents' attributes. As a child, he was held up for display by his proud papa, who frequently showed him off to his friends like some curious prize. But Filkrim liked being the center of attention, and he enjoyed everyone's praise. A human friend of his father's, Colin the Blue Bard, taught Filkrim both the beauty of song and the excitement of battle. Colin was a master of the broadsword, and it soon became Filkrim's weapon of choice. He also learned the hammer and the axe from his father.

Filkrim travelled with his father for a few years, but soon left to make a name for himself. However, he already had a name that would follow him for the rest of his life: Thorvald's Son.

Personality: Filkrim is vain and haughty, but he can be surprisingly kind and caring if properly approached. Although he likes to be known as the famous Thorvald's Son, he also wants to become famous in his own right. His sire's name opens doors for him, and he never hesitates to make use of that fact. Nevertheless, it hurts him to know that others think of him as just the son of a famous dwarf.

Filkrim exudes an air of authority and nobility. He is usually chosen to lead any groups he adventures with due to his wit and leadership abilities. He loves companionship and good ale, the thrill of travel, and the joy of battle. In combat, he often sings songs of glory he learned from Colin the Blue Bard, which raise the morale of his comrades. He fears only one thing — becoming average or mundane. He dislikes people without honor or pride in themselves and treats them with contempt. He hates evil, and will not, under any circumstances, knowingly join a party with an evil creature in it.

Current Residence: Shalimar.

Balkar Great-Axe

Player: Skip Olsen
6th-Level Dwarven Fighter

STR: 18(38)
INT: 14
WIS: 12
DEX: 17
CON: 18
CHA: 10

AC Normal: -2
AC Rear: 1
Hit Points: 61
Alignment: Chaotic Neutral
Deity: Thor

Weapon Proficiencies: battle axe, shortsword, mace, spear, hammer.

Special Abilities: infravision (60′); +5 bonus to saving throws vs. poison, rods, staves, wands, and spells; 75% chance to detect sloping passages or new construction within 10′ if searching; 66 2/3% chance to detect sliding or shifting walls or rooms within 10′ if searching (1-4 on 1d6); 50% chance to detect stonework traps or approximate depth underground within 10′ if searching; +1 bonus "to hit" vs. orcs, half-orcs, goblins, or hobgoblins; -4 penalty to opponent's "to hit" roll when attacked by ogres, trolls, ogre magi, giants, or titans[2].

Languages: Common, Dwarvish, Gnomish, Orcish, Goblin, Kobold.

Equipment: *splint mail +3*[3], huge *battle axe +2* (named "Orcbiter"), *short sword +1/+3 vs. regenerating creatures*[3], dagger, *potion of heroism*[3], *potion of extra healing*[3].

Description: Balkar is 4′0″ tall and weighs 150 pounds. He is the spitting image of his father, Thorvald Thorinson. His hair is black, as is his beard, which reaches his belt. His eyes are deep brown, and those who look deeply into them see pain and dark thoughts reflected there.

History: Balkar is the second son of Thorvald and Finhile. He is ten years younger than Filkrim, and he grew up in the shadow of his more popular brother. Balkar didn't have his brother's talent with music and craftsmanship, and he always felt that he didn't measure up in his father's eyes. One day, after a heated and violent incident with his father, Balkar left Yentam, never to return.

Since then, he has spent his days wandering the world, much as Thorvald did when he was young, never staying in one place for very long. Balkar has forsaken his paternal surname, and chooses to be known by the name his companions gave him: Balkar Great-Axe.

Personality: Balkar's companions describe him as dark, moody, and dangerous. He hates crowds and frivolity, and his only pleasures seem to be solitude, steel, and battle. He acts as though the entire world is his enemy, and he has many scores to settle. In the heat of battle, his face takes on an almost rapturous look and his eyes seem to blaze with an inner fire. In fact, he has been known to go beserk on a few occasions. Balkar fears deep water and crowds, and he keeps his true history a closely-guarded secret, since he would rather not be known as "Thorvald's other son."

Current Residence: No permanent home.

Breat Little-Axe

Player: Jim Olsen
4th-Level Dwarven Fighter

STR: 16
INT: 12
WIS: 10
DEX: 16
CON: 17
CHA: 10

AC Normal: 1
AC Rear: 3
Hit Points: 37
Alignment: Neutral Good
Deity: Thor

Weapon Proficiencies: battle axe, short sword, mace, spear, dagger.

Special Abilities: infravision (60′); +4 bonus to saving throws vs. poison, rods, staves, wands, and spells; 75% chance to detect sloping passages or new construction within 10′ if searching; 66 2/3% chance to detect sliding or shifting walls or rooms within 10′ if searching (1-4 on 1d6); 50% chance to detect stonework traps or approximate depth underground within 10′ if searching; +1 bonus "to hit" vs. orcs, half-orcs, goblins, or hobgoblins; -4 penalty to opponent's "to hit" roll when attacked by ogres, trolls, ogre magi, giants, or titans[2].

Languages: Dwarvish, Common, Gnomish, Orcish, Goblin, Kobold.

Equipment: chain mail, battle axe, *short sword +1*[3], *dagger +1*, *ring of protection +2*[3], *potion of healing*[3].

Description: Breat is 3′10″ tall and weighs 140 pounds. He has black hair of medium length and brown eyes. Due to Breat's youth, his beard is thin and not very long. There is something almost childlike about his face, but that look is deceiving, for Breat is by no means innocent. He has seen death in many hideous forms and has narrowly avoided it himself on several occasions. Breat bears a long scar on his left forearm which was inflicted by an orc halberd. Physically, he is rather small for a dwarf, but then again, he is still rather young.

History: Breat is the illegitimate son of Balkar Great-Axe and of the daughter of Gwyneld the Pompous, a dwarven cleric of the Temple of Aule in Durnalch. Balkar was unaware that he had a son until a short while ago.

Because he had no paternal surname, Breat was ridiculed by his peers throughout his childhood. At a very young age, he ran away from home and was befriended by Tor-Loc Vinrald, who taught Breat how to wield an axe and a sword. After a year or two, Tor-Loc received a message that his old friend Balkar needed swords to retrieve an amulet of great power from an ancient tower. Tor-Loc brought Breat with him, not knowing that Breat was Balkar's son. When Balkar met Breat and learned of his home and family, he knew at once that this was his own son. The adventure to the tower was a dangerous one, and Breat was wounded, but the rest of the adventuring party noticed how well Breat wielded his axe, and named him Little-Axe, after the manner of his father. The two soon became famous, and they travel together to this day.

Personality: Breat is basically a good-natured fellow, though he is prone to the same moodiness as his father. He rarely speaks with anyone but his father and Tor-Loc Vinrald. He hates orcs and ogres, who have raided his village and murdered his people for many years. He loves Balkar more than anything in the world, and would readily lay down his life for him. Breat knows nothing about his father's family except that it is one of great reknown.

Current Residence: No permanent home.

"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature, particularly human or demi-human clans like this one.

1. From ADVANCED DUNGEONS & DRAGONS® *Monster Manual*, © 1978 TSR, Inc. All Rights Reserved.
2. From ADVANCED DUNGEONS & DRAGONS® *Players Handbook*, © 1978 TSR, Inc. All Rights Reserved.
3. From ADVANCED DUNGEONS & DRAGONS® *Dungeon Masters Guide*, © 1979 TSR, Inc. All Rights Reserved.

A MARVEL SUPER HEROES™ Game Scenario

SHE-RAMPAGE!

by Susan Lawson
and Tom Robertson
with thanks to Dave Collins

The "Rampage!" MARVEL SUPER HEROES™ module in POLYHEDRON™ Newszine #25 was an excellent answer to those True Believers who wonder what in the world could possibly challenge the most powerful heroes in the Marvel Universe™. Ah, but what about the world's most powerful heroines? They should have powerful foes, too — and here they are!

She-Rampage Characters

This scenario is devised for six characters, all of whom will fight NPCs controlled by the judge. Optionally, certain NPCs may be controlled by an assistant judge or another player. All player characters are Marvel Super Heroes™ and should cooperate on the adventure in order to succeed.

Note: Previously published statistics for some characters have been altered for this adventure. The Strength rating for She-Hulk™ has been increased to Monstrous to reflect the success of her recent body-building efforts (Fantastic Four™ comics). She can now lift up to 75 tons. New material has been added to the information on She-Hulk, Spider-Woman™, Valkyrie™, and Tigra™. Thundra™ appears here for the first time, and a brand new Marvel Super Hero has been introduced for this adventure: Lucky Penny™.

Complete character sheets for all six player characters are given on the center pages, which may be detached and cut apart for use in this adventure and other MARVEL SUPER HEROES games. Each character sheet includes an update of the character's recent activities leading up to the opening of this scenario.

Referee's Background Information

History

On an alternate-future Earth, there is a country called Machus, in which the men have enslaved all women. At one time, the Machians began a war with a country known as Amazonia on another alternate Earth, where the women had enslaved all the men. The intervention of the Fantastic Four™ ended the war, though it didn't end the hard feelings between individuals of the two worlds. Intense espionage activity has gone on for a number of years now between Machus and Amazonia, though the two worlds have successfully avoided another war so far.

The military high command of Machus was very disturbed to learn of the existence of super-women like Thundra on Amazonia. Thundra had previously succeeded in taking on and destroying single-handedly several battalions of Machian soldiers, and she is still much feared as a fighter. The Machian military was further disturbed to learn that there was yet a third alternate Earth on which even greater numbers of super-women existed — the regular Marvel Universe™ — and these super-women were allied with super-males as well!

There's no accounting for tastes, the military decided. However, the existence of *any* super-women was a danger to Machus. Spies were already keeping watch over the super-women of Amazonia, but the threat from this new universe could not be ignored. Previously, the Fantastic Four had managed to bring about the death of the most powerful leader the Machians had ever known: Mahkizmo™. Their world would bear close attention, indeed.

Still smarting from their encounters with the U.S.R. (Amazonia), the Machians decided to use subtler tactics this time. Early scouts gave them much information on the new Earth. Noting the current anti-mutant sentiment, the Machian military has decided that the reasoning power of the general populace must be weak, and that public opinion (obviously the most powerful weapon in the new world) is easily swayed by the media. So, the Machians have decided to weaken this world's defenses by sending a small unit with a special mission: to discredit Earth's major heroines in the eyes of their own people. If the general populace turns on them as it has the mutants, the super-females will no longer be a threat when invasion forces arrive to take control.

A special team consisting of 6 commanders and 36 Machian soldiers, each with certain additional talents, has been sent to this alternate Earth under the command of Dominus™, a promising

All Marvel Characters and the distinctive likenesses thereof are trademarks of the Marvel Comics Group. MARVEL SUPER HEROES is a trademark of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries Corporation. All Rights Reserved. Module design © 1985 TSR, Inc. All Rights Reserved.

Machian military leader. Their mission is to use the free press to convince the people of this Earth to turn against their own super-heroines. Meanwhile, they are to maintain a close surveillance on all known super-powered or politically prominent females, and are to transmit new data to Machus regularly to aid in invasion plans. To this end, the Machians established a small base in an industrial park where they began to publish a girlie magazine known as *Pander*. Their agents roamed the country freely, using their press passes to gain access to restricted areas and newsworthy events. They photographed super-heroines, then used pieces of the pictures to create composite photographs which were published in their magazine along with fabricated stories of the super-powered ladies' private lives. The combination is carefully designed to make it appear that all super-women are morally corrupt. Things have been working well, so far.

Corrupt lawyers have been retained to deal with legal retaliation by stalling matters in court until the Machians have accomplished their mission. Wisely anticipating forcible retaliation from the frustrated heroines, Dominus supplied his base with military equipment (most of it illegal) and posted guards on all three shifts.

Base Personnel

The *Pander* Magazine building houses both a legitimate business and a secret military base. A large force of Machian soldiers, heavily armed and equipped, lives and works in the building at all times. Statistics for all important base personnel are given on page 19.

Machians

The Machian force includes 36 regular soldiers, 6 powerful unit commanders, and one base commander. The Machians handle all operations directly related to the mission, including computer programming, magazine production, art, reporting, photography, and guard duty.

The base commander is Dominus, a tall, dark, well-built man about 36 years of age. He speaks with a deep bass voice and has a commanding presence and a military walk. He believes women are for breeding and menial chores, and therefore refuses to hold a meaningful conversation with one. Despite his air of confidence, Dominus is vain, petty, and cowardly if things do not appear to be going his way. He believes that others are out to take what is rightfully his, and he watches his men closely for signs of weakness or betrayal. Dominus believes that this assignment was the work of a rival back on Machus, who wished to prevent him from taking a more prestigious assignment back home.

Other Personnel

All other duties critical to base operations (i.e., sales, subscriptions, assembly, running the presses, shipping, cafeteria help, janitorial, etc.) are performed by normal men hired through normal means. Of these, only Arnold, Samuels, Kevin, and Mrs. Fleener™ will participate in combat; most will flee at the earliest opportunity.

Arnold works in subscriptions on shift A. He is a classic wimp — small, weak, and prone to faint under stress. Arnold has figured out where the Machians came from, and wants to return with them and become macho himself.

VALKYRIE™

Brunnhilda of the Valkyrior

Fighting:	MONSTROUS (75)
Agility:	REMARKABLE (30)
Strength:	AMAZING (50)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	205
Karma:	36
Resources:	TYPICAL
Popularity:	5

Powers:

BODY ARMOR. Like all Asgardians, Valkyrie has dense flesh, which gives her Good protection from physical attacks.

SPECIAL SENSES. As an Asgardian and former Chooser of the Slain, Valkyrie can instantly sense whether she has entered any part of Asgard, or even its neighboring regions. She can also identify undead opponents and the presence of death within a one-area radius.

Equipment/Possessions:

DRAGONFANG™. Carved from the tooth of an extra-dimensional dragon by an Oriental wizard, Valkyrie's sword Dragonfang was given to her by Doctor Strange™. The blade is made of Unearthly strength material, and Valkyrie attacks on the Unearthly column when wielding it. She may inflict Monstrous damage on the Hack-&-Slash table by using the sword normally, or up to Amazing damage on the Slugfest column by using the flat of the blade. (She will use the latter attack to avoid slaying her opponents.) Dragonfang glows if any Rock Trolls™ are within a three-area radius around it.

LUCKY PENNY™

Penni Pettikord
Editor and adventurer

Fighting:	POOR (4)
Agility:	POOR (4)
Strength:	TYPICAL (4)
Endurance:	GOOD (10)
Reason:	INCREDIBLE (40)
Intuition:	INCREDIBLE (40)
Psyche:	AMAZING (50)
Health:	22
Karma:	130
Resources:	TYPICAL
Popularity:	5

Powers:

POWER SCANNING. Lucky Penny can detect the existence and nature of any superhuman powers, talents, or abilities possessed by any being or device if she makes a successful green Psyche FEAT roll. Only one person or object per round may be scanned; if the scan fails, she must wait until the next day to try scanning that person or item again.

POWER EDITING. Lucky Penny can selectively augment or suppress the quality of any character's abilities, powers, or talents, and can even affect the quality of body armor or devices on an opponent's person. To use this power, she must first have successfully scanned her target, but she can affect up to four separate quality scores of up to four items or beings in the same round. A yellow Psyche FEAT roll will change a quality score by one level, up or down as she desires, for any score up to Monstrous level. A red Psyche FEAT roll enables her to alter a score by two levels, if desired. For example, with 4 Yellow FEAT rolls she could change a friend's Amazing Strength and Good

HURLED WEAPONS. Valkyrie also wields an iron spear which she can either use hand-to-hand to inflict Amazing Hack-&-Slash damage or throw up to 10 areas for Incredible damage. Her dagger inflicts Excellent damage when used normally, or it can be thrown up to 4 areas for Good damage.

ARAGORN™. This snow-white pegasus was given to Valkyrie by his former master (the Black Knight™), and is now completely faithful to his new mistress. Aragorn can run at 5 areas per round and fly at 10 areas per round.

F	A	S	E	Health
GOOD	EXCE	REMA	INCR	100

Talents: Valkyrie is skilled with martial arts, sharp weapons, and thrown weapons.

Background: The Asgardian Brunnhilda was chosen by Odin™ to lead the Valkyrior, a group of nine goddesses who brought the souls of the honored dead from the battlefield to Valhalla. She performed well until Odin ceased all dealings with Earth approximately A.D. 1000. The Valkyrior was disbanded, and Brunnhilda roamed Asgard looking for adventure.

Brunnhilda finally encountered Amora the Enchantress™, but the life of adventure that Amora offered was dishonorable, and the leader of the Valkyrior rebelled. The Enchantress ensorcelled Brunnhilda, keeping her body in suspended animation while bestowing Brunnhilda's powers on herself or others. In this fashion, Amora led an all-female group of super-powered individuals against the Avengers™, but was eventually defeated.

While serving as a temporary ally of the early Defenders™, Amora granted Valkyrie's powers and consciousness to a mortal madwoman named Barbara Norriss. Valkyrie fought beside the Defenders for several years in her mortal body before regaining her immortal form. Valkyrie bears some hard feelings toward Odin for disbanding the Valkyrior and for ignoring her plight as a captive of the Enchantress; therefore she has decided to remain on Earth and work with the Defenders rather than returning to Asgard.

Appearance: Valkryie is 6′3″ tall and weighs 475 lbs. due to her great body density. She has blue eyes and pale blonde hair.

Personality: A warrior goddess, heart and soul, Valkyrie was born to win wars. She has extreme confidence in her combat skills and is fearless in battle, fighting relentlessly against all odds. She will never surrender except to save the lives of her closest friends or allies, and even then she will plot to overcome her opponents as soon as possible.

Valkyrie has very few true friends. She is reserved and formal, and is always ready for battle. She dislikes mortals who fail to show her respect, though she doesn't insist that they recognize her godhood or worship her. Though she is angry with Odin for a number of reasons, she always obeys him.

Valkyrie treats her enemies with contempt, and often indulges in name-calling and cursing in Odin's name in the heat of a fight. Scenes of death and destruction do not bother her — after all, she was a Chooser of the Slain.

Valkyrie's language has a strong Shakespearean flavor. She speaks little except concerning the matters at hand, usually a coming battle or other "heavy topic."

Recent Events: Valkyrie was recently chosen by Odin to watch and guard Moondragon™, a telepath with powerful mental abilities, in the hopes that Brunnhilda could teach her humility and guard humanity from the powers of Moondragon's darker side. This scenario takes place shortly after the attack on the New Mexico headquarters of the Defenders by an alien plant life form (Defenders® issue #141). Gargoyle™ and Moondragon™ managed to destroy it, and everyone has been involved in cleaning the slime from the base.

Moondragon has been acting much more pleasantly than usual of late, and the other Defenders believe that she has finally gained humanity and compassion. Valkyrie, however, doesn't trust Moondragon and continues to monitor her charge closely. If Moondragon unleashes her powers without the proper controls, the results could be devastating. These thoughts rest heavily on Brunnhilda's mind, and she is usually solemn.

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

Body Armor to Monstrous and Excellent, respectively, while reducing the Incredible power of a foe's laser to Remarkable and his Poor Agility to Feeble. This power has a two-area range. She can affect her own scores as well, but cannot raise or lower any of her scores by more than one level. She can change the targets of her power editing from round to round, but cannot take any other action while editing, though her unconscious powers will continue to function.

UNOBTRUSIVENESS. Lucky Penny projects an unconscious and continuous aura that causes people near her to forget that she's there, so long as she makes no direct physical attack against anyone. This power functions constantly within a two-area radius, and can affect any number of people simultaneously. A successful red Psyche FEAT roll must be made to notice her within that range, but if she moves out of range and then approaches again, a new FEAT roll is permitted. Lucky Penny can purposefully cause this aura to disperse in order to talk with people, but once she finishes, the aura "turns on" again automatically.

FORCE FIELD. Lucky Penny unconsciously and continuously projects a personal force field of Excellent strength, effective against all physical, energy, sonic, chemical, and temperature-based attacks. The force field has a 1′ radius.

MIND GAMES. Lucky Penny can cause any one character engaged in conversation with her to be stunned and inactive for 1-3 rounds unless a successful Red Reason FEAT roll is made. This power will not work against anyone with a Reason of Incredible or better, and the target must be in the same area with Lucky Penny.

Talents: Penni Pettikord is, of course, an editor; she also has an extensive knowledge of popular games.

Background: Penni Pettikord is one of many undiscovered mutants who would rather remain undiscovered, given current anti-mutant sentiments. She has established a comfortable existence as the editor of a role-playing game magazine, the *Dee-Twenty*, published by TyrannoSaurus Rex, Inc., a midwest games company, and she has no interest at present in joining any group of heroes or villains. No one knows anything about her personal life; most people at her company have forgotten that she's still employed there, thanks to her Unobtrusiveness power. When Penni gets bored, she wanders off in her distinctive costume under the name Lucky Penny, looking for excitement.

Appearance: Penni Pettikord has long, blonde hair, dark brown eyes, fair skin, and a thin frame. She is 5′10″ tall and weighs 130 lbs. She usually wears glasses.

Personality: Penni Pettikord is a quiet, mysterious individual. She enjoys gaming, knitting, playing practical jokes, and spying on various heroes for the fun of it. Most of the time she appears preoccupied and tends to stare at people or objects in a manner that suggests that she either isn't all there or is thinking about something very profound — no one is quite sure which.

Penni is exceptionally courageous; she reveals no fear of any being, and at worst will regard a hazardous situation with either resignation or curiosity. She is drawn to strange and unusual events, and tends to create them if sufficiently bored. She dislikes physical combat, and has never been known to carry any weapon more dangerous than a water pistol (Feeble range). She much prefers to use her various powers to protect herself while wreaking benign havoc. Penni has an odd sense of humor and is a bit of a prankster, though she will never allow innocent parties to be abused unfairly, especially in print.

Recent Events: At the time of this scenario, Lucky Penny is taking a walk to escape a game convention in Denver, which turned into a full-scale riot after a copy of the original B3 module turned up at the auction. Noticing the presence of She-Hulk™, Tigra™, Spider-Woman™ and Valkyrie™, and sensing an opportunity for adventure in the making, she has decided to follow them while the police sort out the confusion at the convention.

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

THUNDRA™

Thundra
Soldier and adventurer

Fighting:	AMAZING (50)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)
Health:	140
Karma:	22
Resources:	EXCELLENT (supported by U.S.R.)
Popularity:	8 (Marvel Universe™)/75 (U.S.R.)

Powers:

DENSE SKIN. Thundra's tough skin provides her with Typical body armor with respect to physical attacks.

LEAPING AND RUNNING. Thundra may make Good leaps as high as 45′ and across one area. Her powerful leg muscles allow her to run at Typical speeds.

Talents: Thundra is skilled at martial arts, with sharp and blunt weapons, and at wrestling. She has little skill with guns, however; treat her Agility as Poor when firing one. She has an extensive knowledge of military matters, and is on excellent terms with the military command of the U.S.R.

Background: Thundra is a genetically-engineered warrior born in the 23rd century of an alternate Earth. In her timeline, warfare in the 20th century rendered 95% of all women infertile. The fertile 5% seized political power and instituted a program of male oppression,

SHE-HULK™

Jennifer Walters
Lawyer and adventurer

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	175
Karma:	36
Resources:	EXCELLENT
Popularity:	30

Powers:

DENSE SKIN. She-Hulk's skin provides her with Incredible body armor with respect to physical, temperature, and energy attacks.

LEAPING. She-Hulk can make Remarkable leaps of up to 3 areas distance or 600′ altitude by using her powerful leg muscles.

DISEASE IMMUNITY. She-Hulk's physiology gives her immunity to all diseases.

ALTER EGO. Like the Hulk™, She-Hulk has an alter ego. Her normal form is as Jennifer Walters (see the personality notes below for details), and she can shift between the two forms at will. Exposure to gamma radiation will force her to change from one form to another

seeing men as responsible for the near-destruction of the human race. By Thundra's time, all births were performed in government-run laboratories, and men were used only as entertainers, breeding stock, and servants.

Thundra led many assaults against roving gangs of free men and invasions from foreign countries while serving her own nation, the United Sisterhood Republic. When the U.S.R. was invaded by a male-dominated nation known as Machus (from another alternate Earth), Thundra stole their dimension-crossing device and journeyed to present-day Earth, hoping to prevent the creation of Machus. Her plan failed, and she joined the Fantastic Four™ as an ally. When she was kidnapped by the leader of the Machians and taken back to her own timeline to stand trial for her theft of the dimension device, Thundra was aided by the Fantastic Four in breaking the hold of the Machians over her people. She returned to the modern world in the belief that her own world was ruined by the presence of extradimensional men.

Later, Thundra became involved in a transdimensional scheme manipulated by the Roxxon Oil Company's Nth Command. She foiled the plot and escaped to her own timeline. Since then, she has lived in the U.S.R. and has defended it from all aggressors.

Appearance: Thundra is a well-proportioned woman with long, orange-red hair and green eyes. She stands 7′2″ tall and weighs 450 lbs.

Personality: Thundra may best be described as a "macho woman," and she is an ardent female chauvinist. She is aggressive and has little respect for men, regarding them as the inferior sex (though this attitude has mellowed somewhat in recent years). The only men that she has ever come to like or respect are those who are at least as strong and capable as she is (such as the Thing™). Though Thundra is a brilliant military tactician and a highly trained warrior, she is sometimes given to rash impulses and may tend to act without thinking her plans completely through. In any event, Thundra champions the causes of women and bears a great hatred for male chauvinists, particularly those from the alternate-world state known as Machus.

Recent Events: After a number of adventures in the Marvel Universe™, Thundra went off to an alternate Earth controlled by women. However, she has recently discovered that Machian soldiers were plotting to infiltrate her universe. Upon learning that the Machians had also established a base in the Marvel Universe, she managed to obtain a special planar-travel device with which she has now arrived in the local area. She chose *Pander* Magazine as the place to start her investigation, since only Machians would harass heroines in this manner. She has decided to attack the building to break up (in a literal sense) the Machian operation.

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

unless she makes a successful Endurance FEAT roll. Jennifer's statistics are below.

F	A	S	E	R	I	P
Ty	Ty	Pr	Gd	Gd	Gd	Ty

Health: 26
Karma: 26
Resources: EXCELLENT
Popularity: 10

Talents: Jennifer is the lawyer for the Fantastic Four™, and her Reason is Excellent in matters of the law. She is licensed to practice in California and New York. She-Hulk rarely, if ever, uses this knowledge.

Background: Jennifer Walters had established a successful legal practice in California when she was visited by her cousin, Dr. Bruce Banner, who told her that he was actually the Hulk™. While driving Bruce to her home in Los Angeles, Jennifer was shot by a gangster. Bruce arranged a transfusion of his blood to her, then left to prevent himself from turning into the Hulk again. Jennifer first turned into the She-Hulk when attacked by other gangsters in her hospital room.

Discovering that she liked crimefighting better as a green giantess, Jennifer accepted an invitation to join the Avengers™ and moved to New York. Following the Secret Wars™, she accepted another offer to join the Fantastic Four™ to replace the Thing™. She has worked with the latter group since then.

Appearance: She-Hulk is 6′7″ tall and weighs 650 lbs. Her skin is green, and her hair and eyes are darker green. Her alter-ego is only 5′6″ tall and weighs 110 lbs. Jennifer Walters has brown hair and brown eyes.

Personality: She-Hulk likes being a green-skinned giantess better than she likes being petite Jennifer Walters, and she rarely reverts back to her old form unless necessary. Jennifer Walters is prim, professional, and polite, though hard-nosed and aggressive as the lawyer for the Fantastic Four. Ms. Walters (Jen to her friends) has great familiarity with the law and with legal jargon.

Jennifer Walters undergoes a considerable personality change when she turns into She-Hulk. She-Hulk sees the world in a very uncomplicated fashion. There are bad guys and good guys, and the bad guys get pounded flat. She-Hulk thrives on action, danger, and adventure; she's a gung-ho fighter who believes that her strength and fists can overcome almost any opponent. Her language is simpler and more earthy than Jennifer's, and she doesn't mind bantering with criminals in a good-natured fashion while stomping them. However, her temper is very short-fused, and anyone who seriously injures or kills a close friend of hers may be savagely attacked.

She-Hulk wants very much to be taken seriously as a major heroine. Joining the Fantastic Four was the high point of her career, and she has been working out daily to improve her strength and fighting abilities. She-Hulk is very sensitive to criticism of her performance as a heroine and will do her best in any situation.

She-Hulk knows Tigra™ from the New York Avengers and the time when both fought A.I.M.™ to save a young girl with super powers. She is also acquainted with Spider-Woman™ from the Secret Wars™.

Recent Events: This scenario takes place shortly after the events in Fantastic Four® issue #275, when She-Hulk made an unwanted appearance in a girlie magazine as its centerfold. She-Hulk is still smarting from the incident with *The Naked Truth* Magazine, in which a photographer in a helicopter caught her sunbathing on the roof of the Baxter Building. Things worked out well; the pictures of her were inadvertently "color-corrected" so that her green skin and hair were changed to pink and brown, making the pictures look like a hoax, but She-Hulk is eager for some action to take her mind off the entire episode. Pounding a criminal flat would do her lots of good.

Recently, she got hold (literally) of another photographer, this time from *Pander* Magazine, which had been running "exposés" on super-females — including She-Hulk. After she took apart his car and camera, he was happy to tell her the magazine's Denver address, and that his employers were from "Macho-somewhere."

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

SPIDER-WOMAN™

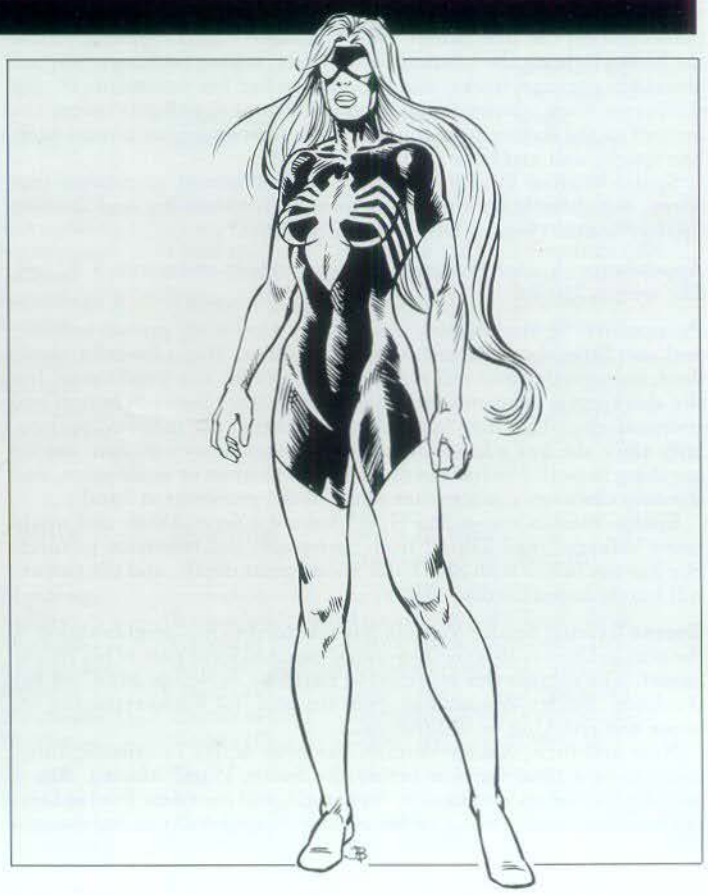
Real name unrevealed

Fighting:	GOOD (10)
Agility:	AMAZING (50)
Strength:	INCREDIBLE (40)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	REMARKABLE (30)
Health:	130
Karma:	46
Resources:	GOOD
Popularity:	7

Powers:

WALL-CRAWLING. Spider-Woman sticks to all surfaces automatically as she desires, and may walk up walls at her normal movement rate, hang from ceilings or other surfaces, etc. She must make a successful Agility FEAT roll to adhere to a wet or slippery surface.

PSYCHIC WEB. Through intense concentration, Spider-Woman can create a psychic web, which radiates from her in all directions. It adheres to walls and other objects, and imprisons anyone within its range, friend or foe. Within the area Spider-Woman occupies, the web is Monstrous material; in immediately adjacent areas it is Remarkable material; and two areas away the web is Typical material. The web is a physical manifestation that can be ripped or shredded, and it will disappear if Spider-Woman is knocked unconscious. Spider-Woman can move when projecting this web only if she makes a successful Red Psyche FEAT roll; the web disappears if she fails.



TIGRA™

Greer Grant Nelson
Aspiring detective, altered human

Fighting:	EXCELLENT (20)
Agility:	INCREDIBLE (40)
Strength:	INCREDIBLE (40)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	130
Karma:	56
Resources:	TYPICAL
Popularity:	50

Powers:

EXTRAORDINARY SENSES. Tigra has Monstrous senses of vision, hearing, and smell. She can detect any tiny noises or minute visual details within a one-area radius, as if she were within 1′ of the sound source or object. Her olfactory sense allows her to track an unseen person through a heavy crowd. Her high Intuition comes from her detective training and her extremely wide angle of vision.

INFRAVISION. Tigra's catlike eyes give her the power to see infrared light, including body heat, within a two-area radius around her. This power, plus her extreme visual acuity, allow her to see clearly in extreme darkness as long as some minor light source is nearby.

EMPATHY SENSE. Tigra can sense and experience the emotions of anyone standing in the same area with her. If the emotions are strong, she detects them automatically. A Psyche FEAT roll is required for her to detect weaker emotions, or to search for the presence of a specific emotion.

Background: Spider-Woman is a native of Denver, Colorado. A Denver suburb was taken by the Beyonder™ to form part of the Battleplanet during the first Secret Wars™. Spider-Woman quickly joined the heroes fighting the criminal forces there, saying nothing to anyone about her personal background. Based on her few comments during the Secret Wars, she had only been in three or four fights before she arrived on the Battleplanet, but she knew how to use her powers well. She fought well and later returned to Earth.

Spider-Woman knows she is the second person to possess that name, but there is no known relationship between her and the first Spider-Woman (Jessica Drew) or Spider-Man™.

Appearance: Spider-Woman has long, red hair and stands 5′9″ tall. She weighs 130 lbs.

Personality: Spider-Woman is a quiet and intensely private heroine, and says little about herself even to her allies. She is friendly, confident, trustworthy, and will readily volunteer for any good cause, but she also keeps a measured psychological distance between herself and everyone else. This may lead others to distrust her motives, particularly since she has a habit of staring at other heroes without saying anything herself. She has never been seen to smile or make jokes, and she only discusses matters that relate to the problems at hand.

Spider-Woman knows She-Hulk™ from the Secret Wars, and would know Valkyrie™ and Tigra™ from newspaper and television pictures. She has not talked with She-Hulk at any great depth, and the two are still barely acquainted.

Recent Events: Spider-Woman has returned to her neighborhood in the part of Denver that the Beyonder™ used to form part of his Battleplanet. The suburb was returned to Earth by Molecule Man™ in fair condition. Spider-Woman has spent the past few weeks repairing her home and checking on old friends.

Now and then, Spider-Woman has been active in crimefighting, more so now than she was before the Secret Wars™ started. She is starting to develop a reputation for herself, and the crime level in Denver has dropped as a result of her actions. Spider-Woman has thought about seeing some of the super heroes she fought beside in the Secret Wars, but has so far done nothing about it — until now.

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

RUNNING SPEED. Tigra can run at the rate of 4 areas/round (50 mph) for up to 3 rounds before tiring and slowing to normal speed. She can use this power once per hour.

CLAWS. Tigra's claws inflict Good damage on the Hack-&-Slash chart.

Equipment/Possessions:

TALISMAN. Tigra wears a silvery cat's-head amulet on the upper half of her bikini, which allows her to change back into human form (as an illusion) if she wills it. Tigra prefers her catlike form and will only rarely change back.

Background: Greer Nelson was a research assistant who agreed to have her physical and mental powers amplified by a battery of experiments. The head of the laboratory was a member of an alien race known as the Cat People. When it appeared that the lab director had been killed by the man funding the project, Greer used her powers to send him to jail. The lab director survived, but was later attacked by agents of HYDRA™. Greer Nelson was irradiated in a fight with HYDRA, and was transformed into one of the Cat People by the lab director and others of her kind in an effort to save Greer's life. Now renamed Tigra, Greer successfully defeated HYDRA's plans. She joined the Avengers™ for a short period, but left them and moved to Los Angeles to work as a detective. She worked briefly with Jessica (Spider-Woman™ I) Drew and was on the verge of forming a partnership when she was invited to join the West Coast Avengers™. Though she did so reluctantly, she has come to enjoy working with the group. She has become close friends with Wonder Man™, as they both have doubts about their abilities and calling as heroes.

Appearance: Tigra is 5′10″ tall and weighs 180 lbs. She is covered with short, orange fur, and has dark stripes across her legs, arms, and back. Her long hair is a darker orange color, and she has green eyes.

Personality: Tigra is very sensuous in a casual sort of way. An excellent detective, she enjoys the thrill of the hunt and the lure of excitement and danger. She fights hard in battle but prefers to catch her prey by ambush or surprise.

Tigra is insecure about her role as a heroine. She left the New York Avengers because she felt she was out of her league compared to the older and more powerful members of that team. Though she hesitated at first about joining the West Coast Avengers, she has few regrets about it now. She works well with the California team and takes pride in her performance.

Tigra rarely uses her old name of Greer Grant Nelson. When traveling in public, Tigra wears long pants, an overcoat, and a wide-brimmed hat to cover her distinctive features. In the company of super-powered heroes, she is comfortable wearing her blue bikini with amulet (see above).

Tigra knows She-Hulk™ fairly well and has spoken to her a number of times using communications lines between the West Coast Avengers building and the Baxter Building. Both were members of the New York Avengers team and both recently fought A.I.M.™ to save a young girl with super powers (see Marvel Graphic Novel #16, *The Aladdin Effect*). Tigra has never met Spider-Woman™, but has heard of her from She-Hulk and others who were involved in the Secret Wars™. Tigra knows Valkyrie™, but not personally; the Asgardian goddess may be very intimidating to her.

Recent Events: This scenario takes places shortly after Tigra joined the West Coast Avengers™ and helped in the capture of Graviton™, the California group's first major accomplishment. Tigra is gaining confidence in herself and her relationship with the new group, and is as eager as anyone else to prove that she's a good Avenger.

All Marvel characters, their likenesses, and MARVEL SUPER HEROES are trademarks of the Marvel Comics Group. © 1985 Marvel Comics Group, a division of Cadence Industries. All Rights Reserved.

Weapon Statistics

Standard (Fenris™) Battlesuit

A Fenris Battlesuit is constructed of a high-strength steel alloy which provides the wearer with Incredible protection from physical attacks and Remarkable protection from energy attacks, including heat, cold, and radiation. A battlesuit raises the wearer's Strength by 3 ranks (maximum of Remarkable) and Endurance by 4 ranks (maximum of Incredible). If the wearer's Strength and/or Endurance are greater than the maxima provided by the suit, those abilities are lowered to the suit maxima.

High-speed turbine-thrusters in the boots enable the wearer to fly at 7 areas per round, and they inflict Good damage if used as weapons against a target in the same area.

Each battlesuit has a built-in weapon system. Type II (worn by the Machian soldiers) features an external hand-carried concussion rifle with six-area range, which produces an Incredible intensity slugfest attack. Type III (worn by Dominus and the commanders) features the "Thunder Puncher" combat enhancer, which allows the wearer to strike with Monstrous Strength in combat.

Target Pistol

A target pistol is a handgun constructed of Excellent strength material. It has a five-area range and fires one shot per round for 6 points damage per hit. If both hands are used to fire, a one-rank Agility bonus applies.

Variable Pistol

A variable pistol is similar to a target pistol, but has a range of three areas, and carries enough ammunition for 6, 8, or 9 shots. Rate of fire is 1 shot per round, and damage is 6 points. A variable pistol may be set in the field to a particular ammunition type without ill effect.

Assault Rifle

An assault rifle is a heavy weapon made of Good strength material. It has a seven-area range and can fire 2 shots/round. Damage is 10 points per round of ammunition and each clip carries 20 rounds. It must be fired with two hands, and though it can fire at an increased rate, the range is reduced accordingly.

Laser Rifle

A laser rifle is constructed of Typical strength materials and has a range of 4 areas. It fires 1 shot per round; each hit does 20 points of damage. Each power pack carries enough power for 20 shots. Two hands must be used to fire a laser rifle.

Machine Gun

A machine gun is a heavy weapon constructed of Good strength material which must be fired from a stationary position. It has a range of 10 areas and fires 1 burst per round. Damage is 30 points per burst, and each clip carries enough ammunition for 20 bursts. Each burst attacks all targets in a single area; roll for each target.

Flamethrower

A flamethrower is composed of a firing nozzle (Typical strength material) and a backpack (Good strength material) which carries sufficient fuel for 5 uses. It has a range of 2 areas and may be fired once per round. Initial damage is 30 points of fire damage to all in the target area; the victims are then on fire and continue to burn for 10 points/round until the fire is put out. Damage to the backpack may result (Judge's option) in an Amazing explosion affecting all in the same area.

Stun Cannon

A stun cannon is a large weapon built of Remarkable strength material, which requires two men to fire normally. (One man may fire it at a penalty of one shift.) A stun cannon fires a stunning beam of Incredible intensity once per round. A power pack contains sufficient power for 10 shots.

Ability Scores of Base Personnel

Ability	Machian Soldier	Machian Commander	Soldier or Commander with Battlesuit
Fighting:	Excellent (20)	Remarkable (30)	(as shown)
Agility:	Good (10)	Good (10)	(as shown)
Strength:	Good (10)	Good (10)	Remarkable (30)
Endurance:	Good (10)	Excellent (20)	Incredible (40)
Reason:	Typical (6)	Typical (6)	(as shown)
Intuition:	Typical (6)	Typical (6)	(as shown)
Psyche:	Poor (4)	Typical (6)	(as shown)
Health:	50	70	(as shown)
Karma:	16	18	(as shown)
Resources:	Typical	Good	(as shown)
Popularity:	0	0	(as shown)

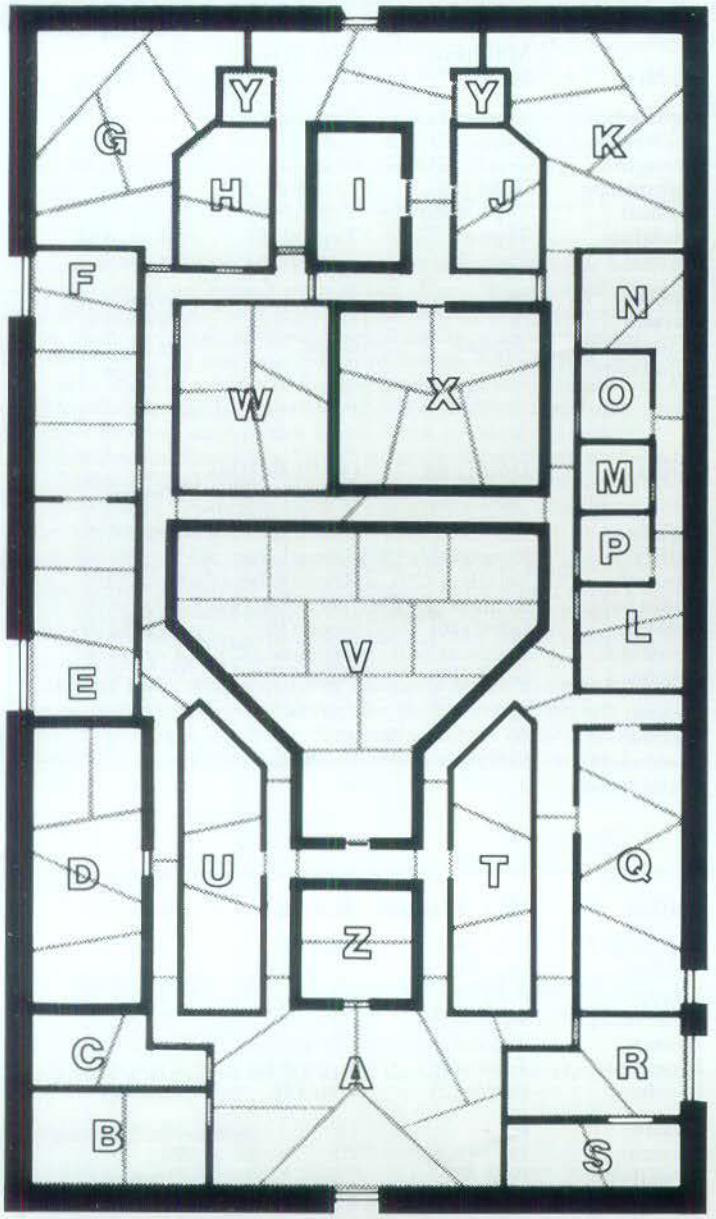
Ability	Dominus	(with Battlesuit)	Kevin
Fighting:	Incredible (40)	Incredible (40)	Typical (6)
Agility:	Remarkable (30)	Remarkable (30)	Typical (6)
Strength:	Excellent (20)	Remarkable (30)	Good (10)
Endurance:	Remarkable (30)	Incredible (40)	Typical (6)
Reason:	Good (10)	Good (10)	Typical (6)
Intuition:	Excellent (20)	Excellent (20)	Typical (6)
Psyche:	Good (10)	Good (10)	Poor (4)
Health:	120	120	28
Karma:	40	40	16
Resources:	Excellent	Excellent	Poor
Popularity:	0	0	0

Ability	Mrs. Fleener	Arnold	Samuels
Fighting:	Poor (4)	Poor (4)	Good (10)
Agility:	Poor (4)	Typical (6)	Good (10)
Strength:	Poor (4)	Poor (4)	Typical (6)
Endurance:	Typical (6)	Poor (4)	Good (10)
Reason:	Typical (6)	Good (10)	Typical (6)
Intuition:	Typical (6)	Typical (6)	Typical (6)
Psyche:	Feeble (2)	Poor (4)	Poor (4)
Health:	18	18	36
Karma:	14	20	16
Resources:	Poor	Poor	Good
Popularity:	0	0	0

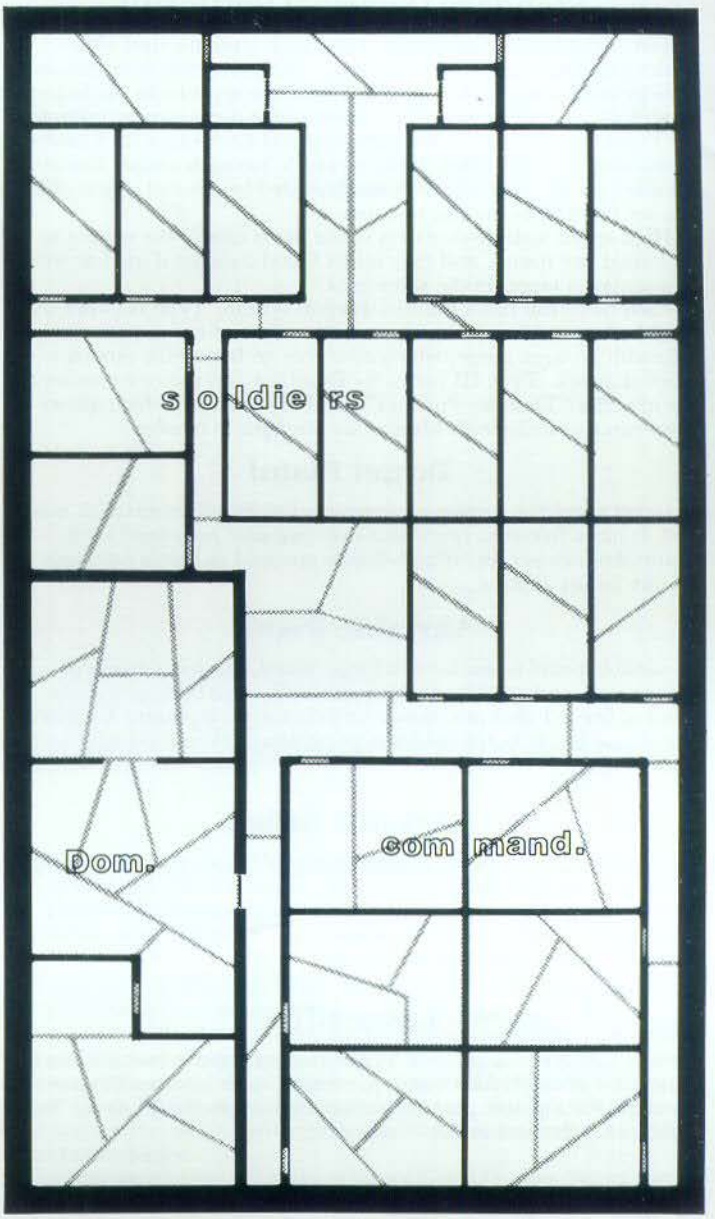
Knock-out Gas Grenades

A knock-out gas grenade fills the area into which it is thrown with knock-out gas of Excellent potency. Victims with an Endurance of Good or below must make a Red FEAT roll, those with an Endurance of Excellent must make a Yellow FEAT roll, and those with an Endurance of Remarkable or better must make a Green FEAT roll. Failure indicates that the character falls unconscious. (If Lucky Penny raises the Endurance of an already unconscious character, the character may make a new FEAT roll vs. the gas.)

Pander Publications Building Layout



GROUND LEVEL



SECOND STORY

Personnel Location Table

Hour	Activity					
	Breakfast	Duty	Dinner	R&R	Drill	Sleep
8		A	C			B
9		A		C		B
10		A		C		B
11		A		C		B
12 (noon)		A		C		B
1		A			C	B
2		A			C	B
3	B	A				C
4		B	A			C
5		B		A		C
6		B		A		C
7		B		A		C

Hour	Activity					
	Breakfast	Duty	Dinner	R&R	Drill	Sleep
8		B		A		C
9		B			A	C
10		B			A	C
11	C	B				A
12 (midnight)		C	B			A
1		C		B		A
2		C		B		A
3		C		B		A
4		C		B		A
5		C			B	A
6		C			B	A
7	A	C				B

Kevin is a small-time thug out on parole. He works in the assembly area on shift B. Although he doesn't know what's going on, he has seen the battlesuits, knows where they are kept, and is waiting for an opportunity to steal one.

Samuels is an undercover cop assigned to infiltrate *Pander* Magazine and investigate reports of espionage and stockpiling of illegal weapons. To that end, he has obtained a job in keylining (shift A) and has reported the presence of battlesuits and other illegal weaponry within the building to his superiors. So far, he has been unable to discover any information about the sources of the weapons or the magazine's purpose for accumulating them.

The only woman in the establishment is Mrs. Fleener, a feeble-looking old receptionist who will tell any visitors that Mr. Dominus is not available, and that they must make an appointment for next Thursday. Mrs. Fleener was hired to do the menial chores that men should not have to, and was chosen because she was the least threatening woman available amongst the applicants. (All the others refused to get coffee for the boss.) She is used as an errand girl and a scapegoat. Although she is desperately unhappy and extremely angry about the treatment she has received at the hands of her employers, she is easily cowed and will not fight back unless she sees other women getting the best of her employers. Mrs. Fleener knows the location of the commander's office and private quarters, the armory (security), and the transporter (the mail slot).

All the normal humans except Mrs. Fleener know that their employers have some criminal connections and activities, but do not know their exact nature. Only Arnold knows who and what the Machians are; the others do not suspect that their employers are from an entirely different world, though they do know that personnel appear and disappear without using the doors from time to time, and this fact has made them nervous.

It is not necessarily recommended that a particular villain be present at the complex, but the judge can add one or two villains if desired. The Machians will certainly look out for misogynic characters to hire for defense of their building.

All the Machians normally wear body armor (flak jackets that serve as Typical protection from physical attacks only), and each carries a smoke grenade, brass knuckles, and a target pistol concealed on his person. Guards on duty wear Fenris Battlesuits. The normal men are unarmed and unarmored, except for Samuels, who carries a knock-out gas grenade concealed on his person.

Personnel Placement

The Machian force is divided into three shifts (A, B, and C) to keep the operations running around the clock. Each shift is composed of 12 soldiers and 2 commanders, plus sufficient normal men to handle the routine labor. Shift A also includes Dominus, Mrs. Fleener, Samuels, and Arnold. Shift B includes Kevin. The 14 Machians on each work shift divide the critical duties as follows: 1 commander and 6 soldiers on guard (entrances and computer area), 1 computer operator (commander) and 1 technician (computer room), 1 editor, 1 artist, 1 researcher (library/monitor room), plus 1 reporter and 1 photographer (out on assignment). Dominus may be placed as desired by the judge; Mrs. Fleener will always be at the reception desk when on duty.

Pander Magazine

The *Pander* Magazine building is two stories tall, with monitor pickups on the roof, next to all four doors, and in the reception area. (To avoid picking up street noise, the pickups are video only, with no audio receiver, so conversations will not be heard.) Activity by costumed characters or fighting in any of these areas will be visible in monitor room H, and the technician on duty will sound the general alert. (See **General Alert**.)

There are four entrances into the complex (indicated by black arrows on the map itself). The walls of the complex have been strengthened to Incredible levels by the Machians, save for walls noted as being "hi-strength," which are of Amazing material. Doors are of Remarkable material. There are no windows, as the building is a converted warehouse. Railings are of Typical material, and ceilings and floors are of Incredible material.

Area Key

A. Reception area. Mrs. Fleener's desk is in the center of the lobby. She greets all visitors, but refuses to allow them to see any of the staff without an appointment.

B. Sales and subscriptions. All magazine orders are processed here on computer terminals. In the filing cabinets are sales records and documentation of orders shipped via "transporter" and charged to "home base." These are the copies distributed to Machus itself. Records of illegal arms purchases and bribes to government officials are also kept here in locked drawers.

C. Personnel center. Records on all base personnel (including Machian soldiers) and their assignments are stored here.

D. Library. Reference materials and data on powerful women of this world are stored in this soundproofed area.

E. Assembly. Finished magazines are brought here from the press room and assembled, then packed into boxes for shipping.

F. Shipping. Orders are picked up from this loading dock by trucks for delivery all over the country.

G. Auditorium. This room is used for base meetings and for entertainment.

H. Surveillance Center. This room is lined with wall monitors. Each monitor is tuned to a concealed camera and tape recorder set carried by a field agent, or to a similar set planted in a super-heroine's home. Monitor tapes are stored in the computer room. One bank of monitors is tuned to the video pickups in and around the *Pander* Magazine building, and is watched continuously for intruders.

I. Main Trans-Universal Transport Chamber. Personnel and supplies are routinely sent back and forth between Machus and the base via this chamber. It is also used for sending back routine reports, data tapes, and magazine shipments.

J. Surveillance Center. See Room H.

K. Recreation Hall. This room contains pool tables, gambling areas, a swimming pool, ping pong tables, and all forms of amusement that one could imagine.

L. Layout design. Typeset copy is laid down and fitted to available space in preparation for printing.

M. Camera Room. Final print quality copy is run here, and artwork and photographs are composed for publication. Currently, the photos of She-Hulk taken by *The Naked Truth* Magazine are spread out on the work tables and are being recorrected for green skin and hair color.

N. Keylining. Final production copy and corrections are assembled for printing here.

O. Art Room. Staff artists draw cartoons and portraits, and compose photographs for the magazine.

P. Typesetting. Copy is electronically transferred to computers here for typesetting and copyfitting.

Q. Cafeteria. The cafeteria is open 24 hours a day, serving breakfast, lunch and dinner at all hours. The food is military in style and bland in flavor, and the employees are surly.

R. Receiving. Supplies are received here at the loading dock and stored until requested by personnel in another department.

S. Press Room. Printing presses run continuously to produce *Pander* Magazine. Finished copies are taken to the Assembly area.

W. Training Room. The soldiers from each shift drill here for two hours a day to keep in condition.

U. Editing. Editors prepare the copy for publication at the computer terminals here and in Room T. The rooms are soundproofed to aid concentration.

T. Editing. See Room U.

V. Computer Center. The base's main computer is housed here, and is manned at all times by 1 commander (programmer) and 1 soldier (technician). All programming is done here, and banks of data storage and monitor tapes line all the walls. The computer carries the business records and production requirements (such as editorial and typesetting files), as well as stored data on prominent super-heroines and other powerful females of this alternate Earth. When not otherwise occupied, the computer runs invasion simulations with varying conditions to determine the most efficient method of attack.

X. Main Armory. Stored here are 37 Fenris Battlesuits (32 concussion rifle style for the soldiers and 5 "Thunder Puncher" style for the commanders), plus 10 variable pistols, 30 assault rifles, 36 laser rifles, 12 knock-out gas grenades (Excellent potency), 10 machine guns, 3 flamethrowers, 1 stun cannon, standard ammunition for all weapons, explosives (several varieties), and assorted other grenades.

Y. Elevator. The elevators go to the second floor and on to the roof.

Z. Dominus's Office. Dominus carries out the regular duties of base commander from here and reviews all data prior to transport. The office is furnished in a spartan manner and contains a computer terminal and a Fenris Battlesuit ("Thunder Puncher" style). In a locked drawer are copies of the reports Dominus has made to Machus, along with his recommendations for invasion.

Second Floor. The second floor is composed of living quarters for the Machians. Dominus occupies the large suite on the southwest end of the building, and his commanders each have a private chamber in the southeastern area. The soldiers share rooms (2 each) with members of the same shift.

Starting Play

Before the start of the adventure, allow the players to choose their characters and pass out the character cards provided. When everyone is ready, read the following to the players.

> Over the last few weeks, She-Hulk™, Tigra™, Spider-Woman™, and Valkyrie™ have each been the target of an exposé in a trashy girlie magazine known as *Pander*. Racy photos (obviously composites — certainly none of you have ever posed for them) have accompanied completely fictional articles about your private lives. She-Hulk and Tigra have already filed lawsuits for libel, but the cases are being stalled in court. Meanwhile, more trash has continued to appear each month — always about a well-known super-heroine. *Pander*'s mailing address is in Denver, Colorado, according to a photographer who was caught taking pictures of She-Hulk.
>
> What does this magazine have against you? Is *Pander* a front for an anti-heroine group? What is going on here, anyway? The time has come to find out the truth and put a stop to all this!
>
> She-Hulk, Tigra, and Valkyrie have met Spider-Woman in Denver. Spider-Woman has located the *Pander* Magazine building in an industrial park. On your way to scout it out, you encountered an unexpected visitor: Thundra™, a super-powered female from an alternate universe. Thundra is also heading for the *Pander* Magazine building, eager for a fight.

The heroines may discuss their plans and strategy before the scenario starts, sharing information and preparing for the battle to come. Lucky Penny™ is also in the area and may participate in this discussion as well, if she lowers her "shield" so she may be noticed.

Start the scenario by asking the six players which of the entrances their characters will use and when the attack will take place. Use the Personnel Location Table on page 20 to determine the locations of the building personnel at the chosen time. Do not reveal the location of any Machians unless they would be seen by the attacking heroines. The heroines may enter the doors in any combination they choose: all may go in one door, they may go in separate doors, or some may wait outside. The doors leading to the outside are of Remarkable strength material, but are unlocked during business hours.

Conducting Play

General Alert

When the general alert is sounded, all off-duty shifts are awakened (if necessary) and proceed immediately to the armory to put on Fenris Battlesuits and grab extra weapons, then report to the nearest commander for orders. (Putting on a battlesuit takes 5 rounds.) Guards on duty remain at their posts until directed elsewhere by a commander. The commander in the computer room remains there, monitoring all points of entry and directing guard units via communicators carried by each of the other commanders.

The central commander directs two off-duty soldiers out of the building immediately, to pick up a hostage. They return five rounds later with Stella, a normal human from the Denver gaming convention. (Stella was looking for someone to ask about the results of the Snowcrystal event, and was directed out of the building after Penni Pettikord.) Stella is moved to the nearest room with hi-strength walls and held there until such time as the Machians wish to use her as a bargaining chip to delay the heroines.

Dominus puts on his "Thunder Puncher" Fenris Battlesuit and proceeds to the armory to move the stun cannon into position for the fight. If the cannon fails to turn the tide of battle, he retreats to the transporter room, gathering as many of the tapes and documents on super-women as he can *en route*. Unless prevented, Dominus uses the transporter to return to Machus, then immediately shuts it down from that side to prevent any heroines from following him. The remaining Machian commanders try their best to repel the attack, but if that seems hopeless, they will use explosives to destroy the computer room, personnel records, and any other possibly incriminating evidence.

Arnold cowers while the heroines fight the Machians, but after they have passed, he suddenly becomes heroic, taking any offensive action which seems appropriate to help the Machians. For example, he might revive or release a captured Machian soldier, loot a laser rifle or a stun grenade and attack the heroines from the rear, or jump on one of the less powerful-looking heroines from behind.

When the alarm is sounded, Kevin proceeds immediately to the armory, slips in, and makes off with a battlesuit in the moments before the off-duty troops arrive. He spends six rounds putting it on in the men's room, then attempts to flee. Because he has never worn a suit before, he can only fly 3 areas per round instead of 7.

Since law enforcement is his job, Samuels stays to fight alongside the heroines when the shooting begins. Though he is a relatively competent police officer, he is out of his league against battlesuits. Initially, Samuels hides near the conflict and waits for an opportunity to throw his own knock-out gas grenade (Remarkable potency) into a large group of the opposition, then runs forward to drag any unconscious heroines out of danger and revive them. Once noticed, however, he is quickly captured by the Machians.

Karma

Normal Karma awards apply to this adventure. Award 10 Karma points for the capture of normal Machian soldiers, with increasing awards for more powerful and important Machians, up to a maximum award of 40 or 50 points for Dominus himself, or other very powerful villains. Karma losses may be taken (20 points each) if a player character is knocked out and/or captured.

Additionally, each piece of solid evidence relating to transdimensional espionage (aside from confessions) that the heroines turn over to the government is worth an additional +30 Karma. If the heroines cannot prove that the building's inhabitants were involved in some kind of criminal activity, each suffers a loss of 40 Karma for interfering with constitutionally guaranteed rights — such as freedom of the press.

Fletcher's Corner

© 1986 Michael Przytarski. All Rights Reserved.

by Michael Przytarski

"Fletcher's Corner" is a regular column that offers sensible tips from an experienced judge on how to solve everyday problems in role-playing campaigns. The ideas presented are not official rules interpretations; they are simply advice from one member to others. If you have a problem that you would like to see addressed in this column, send it in to RPGA™ Network HQ.

Problem Players

Role-playing game sessions require that several highly intelligent people work together according to a set of guidelines (known as game rules) interpreted by the judge. In such a situation, there are bound to be occasional, even frequent, disagreements. Most of these are easily resolved with a quick check of the books or a specific ruling by the judge.

But what happens when the problem is an obnoxious player? There are no concrete answers to this kind of problem in the rule books, for situations like this are outside the realm of the game rules, and each case is a little different. The offenders are usually excellent, experienced players; often they are judges themselves.

Problem players can be roughly classified into several categories. In this installment, we will deal with only two of them. The individuals described below are hypothetical composites, and they represent extreme cases. Milder versions of each type are common, but hopefully these will serve to illustrate what you, as a judge, could do to promote better player harmony.

Tom, the Sierra Club Player

Tom has read all the game system's monster books from cover to cover, and he seems to have memorized the contents. He can identify any creature encountered after nothing more than a brief physical description. Tom can (and usually does) expound at great length about the armor class[1], hit dice[1], normal and special attacks, and even mating habits of each and every creature the party meets. Frequently, Tom ends up controlling the action, since he speaks with such authority that the other players tend to follow his advice.

Tom's judge finds this tiresome, as he cannot effectively challenge the group with monsters described in the system. To prevent the characters from preying on the weaker monsters and advancing too quickly, Tom's judge began to invent more exotic monsters that Tom couldn't identify. Though this alleviated the problem, the flood of new creatures eventually destroyed the balance in his campaign world, since normal creatures were never encountered.

The first step toward solving a problem with a player should always be the direct approach. Without assigning blame to anyone, explain your concerns to the players as a group, and ask them to agree that, while the game is in progress, only character knowledge may be used. (Be sure to ask them for any suggestions they have as well.) During play, emphasize the role-playing aspects of the game, and discourage lengthy discussions out of character.

If the direct approach doesn't work, change your tactics. Remember that things are not always what they seem. You may be able to put an unexpected twist into an encounter with a published monster just by using what's available in the game system. Consider, for example, an encounter in Frank Mentzer's module "The 384th Incarnation of Bigby's Tomb" (issue #20), in which the party meets three trolls, or so it seems. Actually, one is a *hasted*[2] troll, one is a huecva[3] *polymorphed*[2] into a troll (natural ability), and the third is a fire giant[1] *polymorphed* into a troll (via potion). Your Sierra Club player would probably advise attacking immediately with fire, which has no effect on the fire giant. Furthermore, the disease imparted by the huecva's touch might go untreated for a time.

Alternatively, you might try adjusting published statistics slightly, as long as you stay within the limits of reason and the spirit of the game. For instance, how about a bear that injects venom through its claws? Or you could use the published ststistics for a monster while changing its appearance, such as white bloodhawks[1] in the far northern wastes. Hybrid creatures are another possibility, such as the offspring of an ogre-mage[1] and a troll or a giant. Once the Sierra Club player's information turns out to be wrong, the other players will not be quite as eager to take his advice. A few surprises will make the game a little more interesting and control the problem at the same time. Plus, you may find that your players are becoming more interested in finding out about your world.

Sam, The Multi-Class Player

Sam has been an active player for many years, and he has played almost every type of character in the system at least once. He is familiar with the abilities of each class, and can plan effective strategies based on the group's assets. The problem is that he will not allow the other players to make their own decisions. At each game session, Sam interrogates the other players about the ability scores, class, race, special abilities, magic items, and spellbooks of every character in the group so that he can plan strategy. He tells the spellcaster players what spells they should take, and redistributes items to those characters he feels can make better use of them. During play, he directs battles like a general deploying his forces — positioning figures and telling the other players what spells to cast and what items to use.

Though Sam's intentions are good, the other players resent him playing all the characters. Refusing to divulge the details of their characters causes Sam to retreat into a sullen silence. He refuses to cooperate on the mission, citing party disorganization as the cause for any problems encountered.

Sam's judge has tried the direct approach, suggesting that Sam allow the other players to make their own mistakes. But Sam became hostile, insisting that, as party leader, it was his right to know all pertinent data about the characters.

Before you intervene in a situation like this, consider that the players have allowed this problem to develop, and that it does not directly involve the judge. Therefore, the players must be allowed to work it out between themselves. You can start the ball rolling, though. Try suggesting to the whole group that party leadership be rotated so that everyone gets an equal chance. With that established, stay out of it and let the players take it from there, setting examples for the offender. Though the offended player may end up leaving the group, at least it will be by choice, not at anyone else's request. This is probably the best and only situation where peer pressure can resolve the problem for you.

A Few of My Favorite Things

I'd like to correct an error that appeared in issue #25, where I proposed a situation involving a *delayed blast fireball*[2] going off inside a domed *wall of force*[2], and stated that there would be no saving throw[2] vs. the *fireball* for those trapped inside the *wall* with it. According to page 80 of the *Dungeon Masters Guide*, the judge may not disallow a saving throw in any case where one is normally permitted, though bonuses or penalties may be applied to the roll to reflect the circumstances. Only the player can waive the right to a saving throw through a disbelief attempt or other voluntary refusal to take evasive action. In this case, a saving throw penalty of -4 or worse, and increased damage potential (treat all 1s as 2s when rolling for damage) would be an appropriate way to reflect the effects of the confined space. *(Thanks for clarifying, Mike, and thanks to Frank Mentzer, who brought this one to our attention.)*

1. From ADVANCED DUNGEONS & DRAGONS® Monster Manual. © 1978 TSR, Inc. All Rights Reserved.
2. From ADVANCED DUNGEONS & DRAGONS® *Players Handbook*, © 1978 TSR, Inc. All Rights Reserved.
3. From ADVANCED DUNGEONS & DRAGONS® FIEND FOLIO® Tome, © 1981 TSR, Inc. All Rights Reserved.

ALIGNMENT THEORY

Defining Those Notorious Double Adjectives

by Robert B. DesJardins

Whenever anyone asks me what my favourite aspect of role-playing games is, my answer is quick and definite: character. Playing crabby halflings and insane princes is my bag of tricks. Building a character that I can relate to (not talk to, mind you; I'm not that far gone) is not just fun; it's delightful! Furthermore, it's what the game is all about.

Fortunately, the onus of creating realistic characters for a role-playing game is not entirely on me. The people at TSR, Inc. (geniuses of their own time) have devised a simple system for determining a character's basic personality type. Nine general types (called alignments[1]) are given in the rules of the AD&D® Game. When I am creating my character, I can select an alignment from those given, or use the dice to choose one randomly. Once the character's basic viewpoint is established, everything is set up for me. All I have to do is fill in the details.

Understanding Alignments

Alignment is not just another aspect of role-playing. In my opinion, it is the most important aspect — as crucial to the character as hit points and as necessary for good play as game mechanics.

Unfortunately, some players have trouble grasping the basic concepts behind the various alignments. In some cases, this can be traced to the fact that those players started with the D&D® game, in which the alignment system is not as sophisticated. (In fact, some try to play both at once, and become completely confused.) The D&D game offers only three choices (lawful[2], neutral[2], and chaotic[2]), instead of the tumultous mix-up of nine found in the AD&D game. A player of the D&D game knows that the good guys are usually lawful and the bad guys are usually chaotic. But the AD&D game offers apparently contradictory choices, mixing good and evil with lawful and chaotic, with neutral thrown in for added confusion.

Many of us have seen the problem when a new player enters an AD&D game campaign.

D&D game player: What's chaotic good[1]? Isn't that a paradox?

AD&D game player: No, chaos simply refers to a great respect for individual initiative in achieving one's goals, be they those of good or those of evil. Chaotic good creatures are apt to regard law and order as too restrictive of individual freedom to seek one's own destiny, while chaotic evil[1] creatures may see the weak as cumbersome to society, and the genius of the strong as insurance of a deserving individual's survival.

D&D game player: Oh. I . . . er . . . see.

Ultimately, therefore, a lot of misunderstanding is completely understandable. Take, for example, the lawful neutral[1] alignment. Would the LN creature be friendlier with the lawful good creature or the true neutral creature? What's the difference between these two? Is the LN creature likely to help an evil creature overcome the good guys in battle to help keep balance in the cosmos?

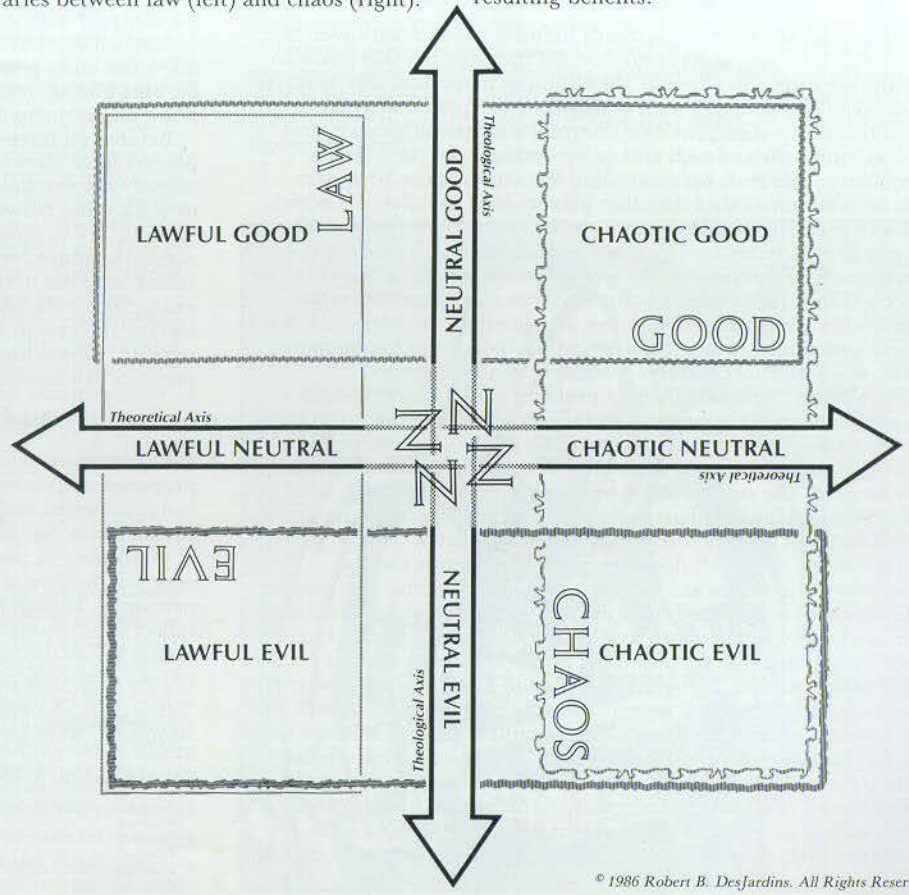
A Pseudo-Mathematical Theory

To answer all these questions, I have taken Mr. Gygax's diagram from the *Players Handbook*, which illustrates the relationship between alignments perfectly, and added a few details on it to produce the diagram illustrated on this page. It displays quite well my understanding (fact or fallacy) of the various alignments and how the concept of neutrality fits in.

First of all, I have superimposed a pair of axes upon the diagram. The horizontal one varies between law (left) and chaos (right). Since it represents basically political opinions, I have named it the *theoretical axis*. Likewise, the vertical axis represents choices of the heart, varying between good (top) and evil (bottom), so I have designated this as the *theological axis*.

We can now, using primitive set theory (I hated it too, but it can occasionally come in handy. Occasionally . . . .) label the set of all points to the left of the vertical axis as *law*, and the set of all points to the right of the vertical axis as *chaos*. Likewise, let's call the set of all points above the horizontal axis *good*, and the set of all points below the horizontal axis *evil*.

Law represents those creatures who believe that organization is the proper way to achieve results, and *chaos* represents those who believe that individual freedom is the best way to achieve one's "proper destiny." Similarly, *evil* represents creatures who believe that the weak and incompetent should have no place on the earth, and that the strong and mighty are the ones who should reap the benefits of her resources, whereas *good* represents those who believe that all creatures should care for one another, and that all should share in the resulting benefits.



© 1986 Robert B. DesJardins. All Rights Reserved.

From here, the relationship of our diagram to the original becomes obvious. The area where the sets *law* and *good* intersect (overlap) can be labelled *lawful good*[1]. Characters whose viewpoints fall within this portion of the chart have both lawful and good tendencies, though the exact proportions of each can obviously vary widely. Likewise, the other three intersections of the four basic sets can be labelled *lawful evil*[1], *chaotic good*, and *chaotic evil*.

But although those four extremes take up most of the diagram, they don't represent quite all of the possible points — those on the axes themselves are still unaccounted for. So how should those be characterized in our model? Well, the set of points on the *theoretical axis* is not part of *good* or *evil*; it is something in between. Theologically, all those points are neutral, though they still vary theoretically (along the horizontal axis). Conversely, points on the *theological axis* are theoretically neutral — neither lawful nor chaotic, but something in between.

The intersection of *theological neutrality* (the horizontal axis) and *law* is labelled *lawful neutral*, and the intersection of *theological neutrality* and *chaos* is labelled *chaotic neutral*[1]. Note that *lawful neutral* and *chaotic neutral* are subsets of *law* and of *chaos*, respectively, but not of *good* nor of *evil*. Therefore, both lawful neutral and chaotic neutral creatures are concerned only with theoretical considerations; one is dedicated to pure law and the other to pure chaos. Likewise, *neutral good*[1] and *neutral evil*[1] are subsets of *good* and of *evil*, respectively. Creatures of those alignments are concerned solely with theological concepts, not with which political means are used to achieve them.

The point where the two axes cross is both theologically and theoretically neutral. It is not included in *law, chaos, good*, or *evil*, so we will label it *true neutral*[1].

Interpreting the Chart

At this point, let's try to define what is wrong with the average new player's interpretation of alignment, which basically states that lawful good characters are the nicest and chaotic evil ones are the meanest. This is entirely false, as would be the statement: "The average communist is more "good" than the average capitalist." Law is a theoretical concept, and it is no more "good" than chaos. Neither have any relation to good or evil. Law could only be directly related to good if there were no chaotic good alignment available, not to mention lawful evil. The simple fact that these possibilities exist disproves this theory, at least for game purposes.

Why is this misinterpretation so widespread? Just why is lawful good considered more good than chaotic good, when in fact it is only more organized? Personally, I believe the presence of the various neutral alignments creates the confusion. If the only alignment choices available were lawful good, chaotic good, lawful evil, and chaotic evil, we could readily see that there are two variations of good and two variations of evil. Mentally, such a grouping makes the relationship obvious. A chaotic good creature is free-wheeling and individualistic, while a lawful good creature is orderly, but both have equally good intentions. The "degrees of good" argument does not appear until we add the neutral good alignment. At first glance, neutral good seems to be a sort of half-way point between the other two; hence it appears that the three alignments represent three different "degrees" of goodness. But this couldn't be more wrong.

Neutrality is much simpler than that. Think of the letter "N" as a "neutralizer," crossing off a space where a C, L, G, or E would otherwise appear in a character's alignment designation. On the graph, note that the term "Neutral" applies to points which lie in no more than one of the four main sets. For example, a lawful neutral creature believes that good and evil, as long as they balance each other out, are not really worth considering. Such a creature's decisions are not based on whether the resulting actions are "good" or not, but simply on whether they're orderly, logical and likely to keep things running smoothly.

Similarly, a neutral good creature is not the second nicest type, but a creature devoted totally to good, whose decisions are not based on the degree of freedom or order involved, but rather on the ultimate benefit which can be achieved.

In Practice

All this theory is fine and good, but how do characters with various alignments behave? Consider first a hypothetical situation in which government officials of various good alignments are debating the best way to feed their people.

Lawful Good: Listen, the best way to feed our starving people is by organizing a committee to divide up the responsibility and delegate the jobs to those who are best qualified to handle them. It won't work unless we all know our places in society and act as a well-oiled, national machine.

Chaotic Good: Baloney! If we force people into a totalitarian sort of society, they'll be suffering anyway! Let all men be free to feed themselves without government interference and things will work out a lot better.

Neutral Good: Look, we all agree that our country must have as little suffering as possible. What difference does it make how we do it, as long as we do it? Forget all of these little political ideals; let's feed the people!

All three officials had equally noble intentions; they simply disagreed on the best means of achieving the goal. Now let's look at the interactions of six alignments in a hypothetical role-playing scenario in which a group of good characters meets a group of evil NPCs who oppose their king. Startled, both groups must decide what to do.

Lawful Good: We've discussed this already. We decided that, if the evil group attacks first, we should engage. Otherwise, we let them go their way. After all, it would be pretty tasteless for a group representing an enlightened and progressive country to act so barbarically!

Chaotic Good: Are you blind? Those guys are probably the scouts for the army that's coming to lay siege. Let's get them before they infiltrate!

Neutral Good: Yeah!

LG: But we agreed!

NG: Listen, we know that these people will attack our fair city if we let them pass! He's right — we shouldn't let them get through!

LG: Well, I refuse. There's been no fair trial.

CG: Fine. Then we'll attack, and the two of us will take whatever treasure they have for ourselves. Since you didn't help, you won't get any. How does that grab ya?

LG: What? That's ridiculous! What if there's something only I can use?

CG: Maybe we'll just sell it and keep the money.

NG: Hold on a minute. It would be idiotic not to let him use something that would help all of us simply because he didn't win it in battle. That would be cutting our own throats!

Meanwhile, the evil NPCs, are engaged in a similar debate. Their captain has told them not to attack any armed groups they meet on the road because they must reach their destination.

Lawful Evil: Let's just leave 'em be. As the captain said, it would be taking a risk, and we really do want to make it to the city. We would be more valuable there.

Chaotic Evil: Aw, what does that jerk know? I like the looks of that shiny blade the big lout is carrying. They shouldn't be any problem to take out; besides, the captain would never find out.

Neutral Evil: Well, whaddaya think? They look pretty rich; d'you think we can take 'em?

CE: Sure!

LE: No! If we start disobeying the Cap, we'll never get a crack at that wimp they call king.

CE: But what's this got to do with that? This could just be a profitable side venture.

NE: Yeah, and what if we get smoked?

Note that, in both situations, the theoretically neutral character played the role of mediator, weeding out the most logical and effective way of achieving good or evil, neither consistently lawful nor consistently chaotic.

Rules and regulations aside, the privilege of developing your character's personality is yours. As long as the judge and players mutually agree regarding general alignment principles, there is a wide range of possibilities for individual characters. Choose a general type, and tailor it to suit yourself. Even if you're way out in left field, so to speak, no one from TSR, Inc. is ever going to come and check up on you. The name of the game is enjoyment (speaking figuratively, of course) and that's where the domain of regulations ends. Good gaming and Hasta Manana!

1. From ADVANCED DUNGEONS & DRAGONS® *Players Handbook*, © 1978 TSR, Inc. All Rights Reserved.
2. From the DUNGEONS & DRAGONS® Game, © 1974 TSR, Inc. All Rights Reserved.

DISPEL CONFUSION

STAR FRONTIERS®

Game Questions

SFQ: Is there a chance that the Eorna might be brought back to the spotlight for future modules?
SFA: Since the ancient spacecraft full of Eorna eggs was found floating in orbit around Volturnus at the end of the *Starspawn of Volturnus* module, the Eorna are no longer doomed to die out as a race. Though there are no concrete plans at the moment to publish further adventures set on Volturnus, there is plenty of material in the original module series from which to develop further adventures.

SFQ: What are the stats for the K'tsa-Kar star system? Though it was listed in the Alpha Dawn set, no details were given.
SFA: The statistics for the K'tsa-Kar system were accidentally omitted from the Alpha Dawn set, but they are included in the new *Zebulon's Guide to Frontier Space* accessory. For those of you who haven't yet picked that up, here are the long-awaited stats. K'tsa-Kar is a hot orange star (K0). The system's single major inhabited planet, known as Kawdl-Kit, is the UPF outpost charged with scanning for Sathar in the direction of the White Light Nebulae. Vrusk are the prevalent race there, and the planet is lightly populated. Education and scientific study are its chief industries. Kawdl-Kit's gravity is 0.7 Earth normal, and its day is 30 Earth hours long. Though it has no natural moons, Kawdl-Kit does have two artificial satellites — one an armed space station and the other a rest and relaxation area.

SFQ: Does a character wearing a spacesuit with a rocket pack gain an advantage in regaining control during weightless combat?
SFA: No, the rocket pack is simply a means of propulsion. It does no more than any other propulsion device to help the user gain or maintain a desired orientation.

SFQ: Can characters with computer skill create the spaceship programs from the Knight Hawks campaign book? If so, would a related skill be required? For example, would astrogation skill be required to write or manipulate the astrogation program?
SFA: Although expertise with other fields of study is not specifically required to write programs, it seems reasonable to stipulate that some specific knowledge of the subject matter is required to write a workable program. For example, if characters trying to write astrogation programs do not have astrogation skill themselves, they would need to work with others who do. Either way, the price of the final product should reflect the additional skill needed.

SFQ: The Knight Hawks campaign book gives both 25% and 35% as the chance for the Sathar to replace ships ("Sathar Replacements," page 60). Which figure is correct?
SFA: Designer Doug Niles says that 35% is the correct figure. Thanks for catching the typo.

SFQ: Could you provide a rough timeline for the history of the Frontier? The *Dramune Run* module includes information on the date system in use, but does not provide many other points of reference. For example, when did/does/will Sathar War II take place? When did/do/will the various module adventures take place?
SFA: A complete timeline for Frontier events is given in the new STAR FRONTIERS® Game Accessory, *Zebulon's Guide to Frontier Space*. Although not every module is specifically placed in the sequence, several points of reference are given that should help.

The Pan-Galactic Corporation was founded in 230 PF (pre-Frontier), and the First Sathar War occurred in 3 PF. The United Planetary Federation was established in 1 FY (Federation Year) as a mutual defense organization, mostly due to the disastrous results of the First Sathar War and the certainty that the enemy would return. Star Law was established in 5 FY.

In 14 FY, the Sundown system was discovered, and just a few years later the Blue Plague decimated four star systems. Research showed that the disease had been brought to Starmist by an alien vessel, and carried into other star systems by travelers. In 25 FY, the UPF became aware of the Mechanon menace on Volturnus, but was unable to take action due to the Blue Plague. In 27 FY the Blue Plague was eradicated from the Frontier, enabling Star Law to deal effectively with the Mechanon revolt on Volturnus in 54 FY.

In 57 FY, the Waller Nexus system was discovered, and its only habitable planet, Mahg Mar, was the site of the first UPF mutiny (*Mutiny on the Eleanor Moreas*). Later in that same year, the Liberty system was discovered and its planet Snowball was liberated from Sathar Tyranny (*The War Machine*).

The Rhianna system was discovered in 60 FY by the Cassidine Development Corporation, but kept secret until 63 FY, when the Streel corporation attacked the CDC operations there (*Mission to Alcazzar*).

The third Dramune War was fought in 61 FY (*Dramune Run*), and the Second Sathar War began in 80 FY with with an attack on Volturnus launched through the Xagyg Nebula, while another Sathar Fleet entered the Frontier unnoticed through the White Light Nebulae.

The above events are only excerpts from the full timeline given in *Zebulon's Guide to Frontier Space*. If you want further details, new character races, revised combat rules, and other neat stuff, run to your hobby shop and grab the book. (Be sure to pay for it, though!)

SFQ: Do characters with spaceship skills get paid extra for non-spaceship skills they possess (+ 10 Credits/level) as per AD page 60? Do spacers get paid more if they possess two or more spaceship skills?
SFA: Yes, all skills count for total pay rate as given in Alpha Dawn, unless the referee stipulates otherwise for a given scenario.

SFQ: Is it possible to upgrade a computer program? If so, what is the price? For example, suppose a character decides that his Level 1 Information Storage program is not sufficient for his needs. Would he have to pay full price for a Level 2 Information Storage program, or could he merely pay the difference between the two?
SFA: Most computer programs come in commercially available, prepackaged units called maxiprogs or progits. Since they are mass produced as preformed units, it is not possible to upgrade one for any less than it would cost to buy a new one of the desired level. However, it might be possible to get a discount on a more advanced model by trading in the old unit, since used units in good condition could doubtless be resold by dealers.

Of course, programs written by characters can always be rewritten and upgraded by the original creators if desired. In that case, the judge must decide how much time it will take and what it will cost.

SFQ: Why does the Frontier seem to exist on a plane? All distances take only two dimensions into account. I propose that all distances on the Interstellar Distance Table (KH page 26) be rounded up rather than rounded to the nearest integer. This would show that not all stars in the Frontier lie exactly on the plane of the galaxy.
SFA: Go ahead and try that variation if you like; it shouldn't cause any major problems with the game mechanics. But remember, the game is set up for maximum playability, not absolute realism. As long as you are playing a game on a flat map, it makes sense to specify your distances in two-dimensional terms.

A GAMMA WORLD® Game Feature

GAMMA MARS

The Attack!

© 1986 James M. Ward. All Rights Reserved.

by James M. Ward

The quality of life on Mars was just starting to improve. After the Restorationists' on Earth recovered the first matter transmitter, trade routes wee reopened between Earth and Mars. Goods and knowledge flowed both ways, and the inhabitants of both planets benefitted. Earth made extensive use of the existing Martian sciences, and those living on the red planet found uses for many of the mutated creatures which had grown up in the more barren areas of Earth.

Then the attack came! Erupting from extensive tunnels beneath the surface of Mars, huge insect beings attacked Luntarian and Human inhabitants alike. Garbled communications from the besieged city-states talked of insect life forms eating through solid steel and absorbing energy attacks. Reinforcements arriving from Earth found only ruins to mark where the Martian cities had been and large tunnels leading into the bowels of Mars.

That first group of reinforcements refused to follow the enemy into those holes. Later, it became necessary as the attacks increased in number. Soon, it was all out war between the above and below ground races of Mars.

NAME: The Shortel

NUMBER: 1d100
HIT DICE: 3d10
ARMOR: 4

LAND SPEED: 3/900/18
BURROWING: 4/300/12

MS: 5d4 **IN:** 5d4
DX: 5d4 **CH:** 5d4
CN: 5d6 **PS:** 5d4

ATTACKS: See Description

MUTATIONS: 1 good mental and 1 good physical, plus *Telekinetic Mandible*

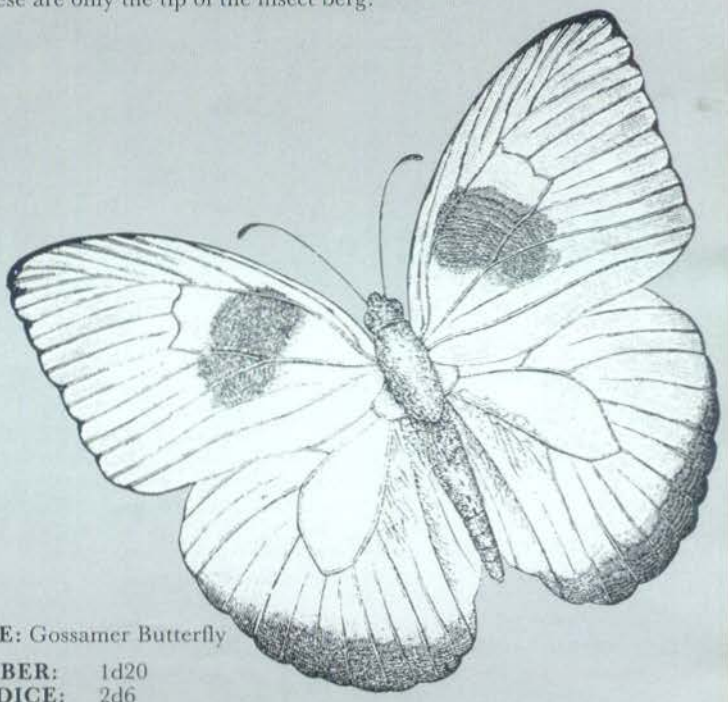
DESCRIPTION: A typical Shortel stands two meters tall and looks like an Earth wasp with a slimmer body and longer legs. Although they prefer to use weapons in combat, each Shortel is also able to inflict 1d10 points of damage with its mouth pincer and inject intensity 11 poison with its stinger.

In addition, each Shortel has the power to cause a shimmering mandible to materialize anywhere within a range of 18 meters for up to a 10-minute duration. The user can cause it to move within range at up to 6 meters per Action Turn, and to do anything that such an appendage could normally do, including a crushing attack (PS equal to the user's MS). The mandible cannot be damaged, but it disappears if the user is killed or knocked unconscious, or if it is moved out of the user's field of vision. The *telekinetic mandible* may be used twice per day.

All Shortel are supreme biologists, living and working with other creatures in relationships that outsiders would find disgusting. Over the centuries, they have painstakingly bred beneficial abilities into numerous smaller insects, which are then allowed to infest the bodies of the Shortel. The numerous mites, flies, moths, worms, beetles, and larvae which swarm over each Shortel serve a wide variety of functions, from protection against mental attacks to the detection of radiation and its intensity. For obvious reasons, the Humans and Luntarians refer to the Shortel as "carriers."

The Shortel are the original inhabitants of Mars — and they want their planet back. Years ago, they observed the Human and Luntarian races settle on Mars, but they chose not to act immediately. Instead, they studied the invaders and began to breed creatures that could be used to defeat the new technology their enemies had brought. When all was ready, the Shortel struck, completely destroying one city state of each race as an example of their powers. Then they pulled back, waiting for the odious creatures who infested the surface of Mars to leave. But the invaders stayed, so the Shortel had no choice but to begin the war in earnest.

Their long study of the surface races has enabled the Shortel to operate most enemy machinery and weapons without penalty. In addition to Human and Luntarian weaponry stolen in raids, the Shortel use their insects before and during combat to cripple the enemy and to protect themselves. Some of these creatures are listed, but these are only the tip of the insect berg.



NAME: Gossamer Butterfly

NUMBER: 1d20
HIT DICE: 2d6
ARMOR: 8

LAND SPEED: 0/60/6
AIR SPEED: 6/900/18

MS: 3 **IN:** 3
DX: 1d8 + 4 **CH:** 3
CN: 1d10 + 2 **PS:** 1d4 + 2

ATTACKS: None

MUTATIONS: *Energy Absorption*

DESCRIPTION: The gossamer butterfly is a large insect with huge, transparent wings which measure almost 2 meters at full extension. It does not eat, but instead absorbs raw energy directly through its wings. At night, it curls its wings tightly and rests in a suspended state, conserving its energy. At sunrise, its wings slowly unfurl as it recharges itself, reaching their full extension after several hours of direct sunlight. However, the use of energy weapons within 100 meters instantly activates the wings, causing the mutant insect to expand to its full size and fly toward the weapon, absorbing all energy bolts fired in its direction into its wings. Once it reaches the weapon, it will continue to fly around it for hours, hoping to absorb more energy bolts.

The Shortel carry gossamer butterflies in small skin sacs on their arms, and release them into the air as a shield when attacking installations armed with energy weapons.

NAME: Glow Mites

NUMBER: 1d100
HIT DICE: 1 hit point each
ARMOR: 10

LAND SPEED: Fractions of a centimeter

MS: None **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: None

MUTATIONS: *Physical Reflection (Nuclear)*

DESCRIPTION: A glow mite is a herbivorous insect which measures less than a fingernail in length and which glows if there is radiation of any type within 100 meters. The greater the intensity of radiation, the brighter the insect shines.

Before entering combat or scouting unknown terrain, each Shortel places several glow mites in a crystal medallion, which is worn in a headpiece or a necklace as jewelry.

NAME: Energy Moth

NUMBER: 1-2
HIT DICE: 1d6
ARMOR: 8

AIR SPEED: 6/600/12

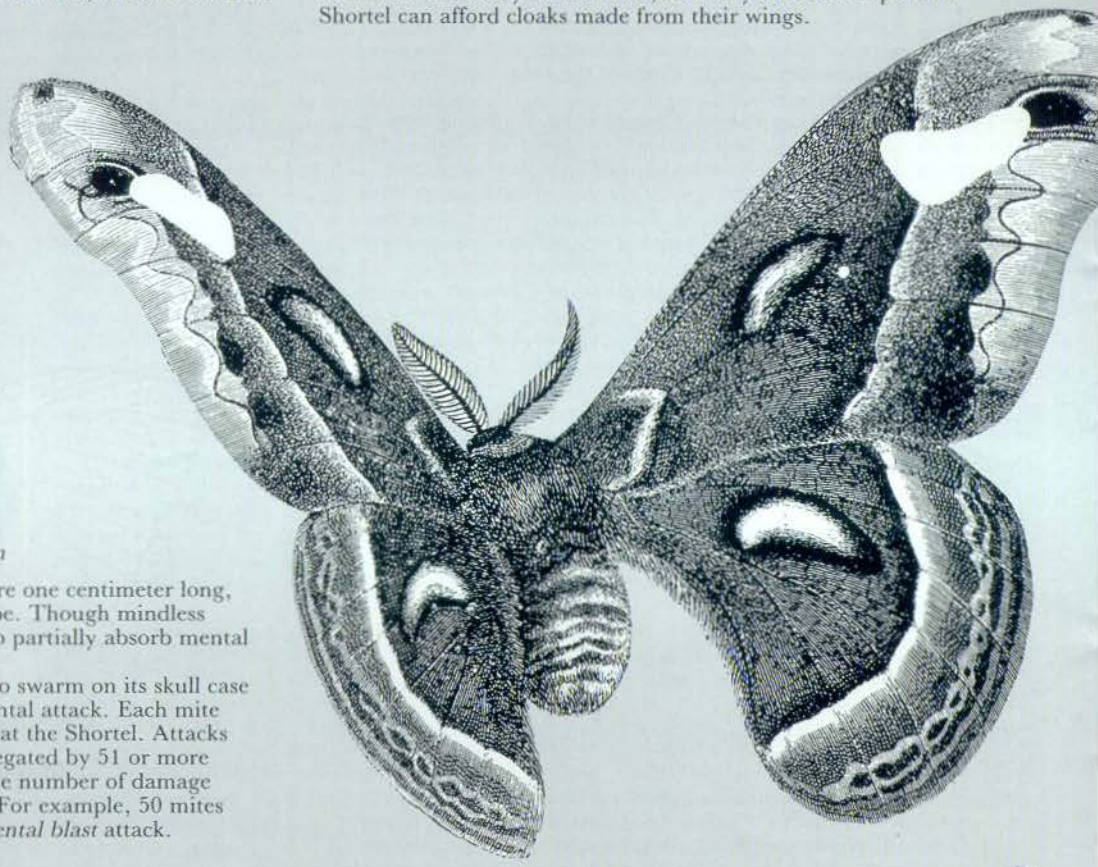
MS: 3d8 **IN:** None
DX: 3d8 **CH:** None
CN: None **PS:** 3d4

ATTACKS: None

MUTATIONS: *Energy Negation*

DESCRIPTION: An energy moth is one meter wide and one meter tall. Its wings are completely impervious to all types of energy.

The Shortel have learned to preserve the wing membranes of these moths and to make them into cloaks of protection. These moths are unusually hard to find, and only the most important Shortel can afford cloaks made from their wings.



NAME: Brain Mites

NUMBER: 1d100
HIT DICE: 1 Hit Point
ARMOR: 5

LAND SPEED: Fractions of a centimeter

MS: None **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: None

MUTATIONS: *Mental Attack Absorption*

DESCRIPTION: These dark red mites are one centimeter long, and feed once per day on flesh of some type. Though mindless themselves, they have the unique ability to partially absorb mental attacks.

Each Shortel allows 1d100 brain mites to swarm on its skull case at all times to provide protection from mental attack. Each mite absorbs 1% of any mental attack directed at the Shortel. Attacks that control the body can be completely negated by 51 or more mites. The number of mites determines the number of damage points taken away from any other attack. For example, 50 mites negate 50% of a successful *life leech* or *mental blast* attack.

NAME: Mist Spider

NUMBER: 1
HIT DICE: 1d8
ARMOR: 9

LAND SPEED: 0/300/6

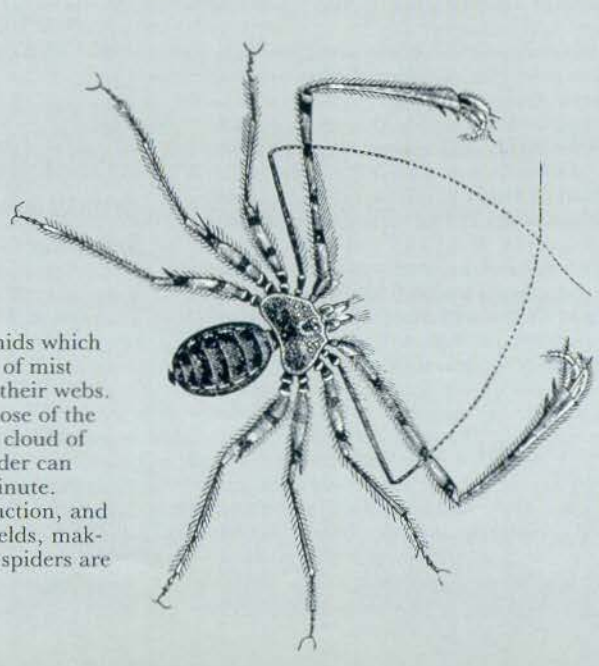
MS: 1d10 + 2 **IN:** None
DX: 1d10 + 2 **CH:** None
CN: 1d6 + 2 **PS:** 1d4 + 2

ATTACKS: 6 intensity poison bite

MUTATIONS: *Mutated Web Strands*

DESCRIPTION: Mist spiders are .3-meter-long arachnids which spin webs of unusual properties. The two known strains of mist spiders (white and black) differ only in the properties of their webs. Those of the white spiders absorb all cold energy, and those of the black spiders absorb all heat energy. Mist spiders eject a cloud of webs which adhere readily to solid surfaces. A single spider can cover 10 square meters with webbing in less than one minute.

The Shortel know how to stimulate the web building action, and they use the gossamer webs to cover their cloaks and shields, making them completely cold- or heat-proof. Sometimes the spiders are even carried into combat, though this is rare.



NAME: Communa Larva

NUMBER: 1d6
HIT DICE: 1d4
ARMOR: 10

BURROWING SPEED: Centimeters at a time

MS: 18 **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: None

MUTATIONS: *Heightened Telepathy*

DESCRIPTION: Each green communa larva is one meter long and is in constant mental contact with all other communa larvae in a 2-kilometer radius.

Each Shortel wears a larva around its neck and can communicate with other wearers in that same radius through the mental link of their larvae.

Constant exposure to heat causes the larva to metamorphose into a rather nasty beetle after a short pupal stage. These beetles are a problem in Shortel warrens, but the larvae are too valuable for the Shortel to exterminate them.

NAME: Smoke Caterpillars

NUMBER: 1d6
HIT DICE: 2d12
ARMOR: 5

LAND SPEED: Centimeters at a time

MS: None **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: None

MUTATIONS: *Smoke Generation*

DESCRIPTION: This .5-meter-long caterpillar generates huge clouds of inky black smoke when threatened or while feeding.

The Shortel have learned how to artificially induce a feeling of danger in these creatures, and they carry them into battle to envelop groups of their enemies in thick blankets of smoke.

NAME: Metal Microbe

NUMBER: Swarms
HIT DICE: 1 Swarm 1d100
ARMOR: 10

LAND SPEED: None

MS: None **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: Metal Disintegration Capacity

MUTATIONS: *Acid Secretions*

DESCRIPTION: Metal microbes spawn only in special fungus puffball formations that grow deep underground near mineral deposits. When a puffballs breaks open, the microbes expand to a one-cubic-meter area and begin mindlessly eating any mineral materials they can find. The microbes can eat through one meter of steel in 5 minutes; a thin sheet of duralloy takes 60 minutes. They will continue to eat for 120 minutes, then crawl into nearby puffballs to multiply, fighting each other to the death for the available fungi.

The Shortel harvest fresh puffballs filled with these microbes and use them as weapons.

NAME: Life Leech

NUMBER: 3d20
HIT DICE: 1d4
ARMOR: 10

LAND SPEED: Contact

MS: None **IN:** None
DX: None **CH:** None
CN: None **PS:** None

ATTACKS: None

MUTATIONS: *Life Leech Absorption*

DESCRIPTIONS: Life leeches can sense the presence of mutants with the *life leech* ability within a 100-meter radius, and will immediately swarm upon such creatures, inhibiting their ability to use this mutation against others by absorbing the *life leech* themselves. Every two leeches negate one of the six Hit Points the victim could normally *life leech* from individuals in the area.

The Shortel carry containers of these leeches with them when attacking known mutants. One container is usually sufficient to infest an entire base, since the leeches reproduce each time a *life leech* attempt is absorbed, and are impervious to radiation, poison, and most normal forms of extermination.

NAME: Intensity Beetle

NUMBER: 1
HIT DICE: 2d20
ARMOR: 5

LAND SPEED: 0/300/6

MS: 18 **IN:** None
DX: 18 **CH:** None
CN: 18 **PS:** 1d4 + 2

ATTACKS: Bite for 1d4 points

MUTATIONS: *Intensity Gland*

DESCRIPTION: This 9-centimeter-long golden beetle is a parasite that feeds on the blood of its host. When the beetle feels threatened, an unusual gland in its body activates, doubling its reaction speed and the effects of its powers for 60 seconds.

The Shortel have discovered that the secretions of this gland are injected directly into the bloodstream of the host if the beetle is disturbed while feeding, which causes the host's reactions and powers to double for 60 seconds as well. Therefore, each Shortel allows one or more intensity beetles to infest its body at all times, and can stimulate each beetle to inject the secretions up to 5 times per day, though only one injection can affect the host at a time.

---

1. From the GAMMA WORLD® Game rulebook. © 1983 TSR, Inc. All Rights Reserved.

The Critical Hit

Chivalry's the Name of the Game in the King Arthur Pendragon Game[1]

by Errol Farstad

Introduction

Welcome, fellow gamers, to yet another installment of "The Critical Hit." When I write a review for the Newszine, I usually save this introductory section for last, and this installment was no exception.

As I write this, I am on a train *en route* to a game convention. I do have one recommendation about writing while travelling. While trains are an entertaining means of locomotion (pun intended), don't try writing in one unless you want your document to look like hills and valleys. (Please, Ms. Editor, don't do that to my manuscript. All the other sections were neatly typed . . . .)

Why the delay, you ask? Well, it's partly forgetfulness, partly laziness, and partly anticipation of the upcoming convention activities. So little to do and so much time . . . wait — strike that and reverse it.

And now, prepare yourselves, chivalrous ones, to participate in a legend come true where chivalry's the name of the game.

General Notes

Whoso Pulleth out this sword of this stone is rightwise King born of all Britain. — Sir Thomas Mallory (*Le Morte D'Arthur*)

Those famous words have stuck in my mind ever since I first read the classic legends of King Arthur and the Round Table. With the King Arthur Pendragon Game (Chaosium Inc., $20.00 boxed set, complete), you and your friends can journey back to Camelot and become Knights of the Round Table, engaging in jousting tournaments, rescuing fair damsels, and banishing evil from the land, all without leaving your chairs. As it says on the box, this is "the game of quest, romance, and adventure[1]."

Packaging

The artwork on the box, while not as detailed as that of some games I've covered, is incredibly lifelike. The scene depicts King Arthur preparing to lead his host to battle. Guenevere is handing him Excalibur, and the dawn of a new day highlights their faces. It couldn't look more impressive if the artist had been there in person.

Inside the box is a Player's Book, a Gamemaster's (GM) Book, a booklet of major characters which gives statistics for Arthur, Lancelot, *et al.*, numerous blank character sheets (with permission to photocopy same), a detailed map of Arthur's Britain in full color, six 6-sided and one 20-sided die.

Rules and Explanations[2]

The books are written in plain, simple language, and the rules are easy to understand. Character generation, though somewhat involved, takes no more than 20 minutes. Your knight's basic statistics, birthplace, father's social status, starting money, distinctive features, and personality traits are all generated with 6-sided dice.

Knights may be either male or female, and approximately 40 combat and non-combat skills are available to help round out your character. Though a character's initial choice of abilities depends on cultural background (Cymric, Saxon, Pictish, Irish, or Roman) and the father's social status (squire, knight, or noble), additional skills may be acquired as the character gets older. Skills can also be improved as the character accumulates glory.

Glory is the meat and drink of knights in Arthur's Britain, and its acquisition is the object of the game. Characters become more powerful and well-known as they gain glory, just as AD&D® game characters do when they gain experience.

The combat system is uncomplicated. Success or failure is determined by rolling 1d20 and matching the result to the character's skill level with the weapon used. Then compare that result with the opponent's roll to see who struck whom. Skill levels greater than 20 are possible. Lancelot, for instance, has a skill level of 40 with the lance, so he strikes critically every time!

Degree of Difficulty

While the rules are clear and easy to learn, I recommend that players and GMs have a minimum of six months prior experience with role-playing games before playing the King Arthur Pendragon game.

Miscellaneous

The interior artwork is well planned and well executed. Artists' renditions of famous characters and their coats of arms are scattered throughout the text, which contributes to the mood.

Players must design shields for their characters, and a number of pages are devoted to sample diagrams of charges and ordinaries for just that purpose. All but the most ardent students of heraldry will find plenty of material to work with.

As stated earlier, the books are very well organized. Not only does the table of contents have sub-headings for each chapter, but it outlines the material on each page of the chapter in question.

As for background information, there is a basic chronology of events in the GM book, which gives the GM an idea of how events proceeded back in Arthur's time. The GM is left with the option of rigorously sticking to it or of developing the action along other lines. For example, if I were running a Pendragon campaign, I would not change the basic chronology or the major characters, but I might involve the PCs in some of their quests (i.e., The Grail Quest).

My only real complaint about the game is that the Player's Book contains about three to four times more information than the GM's book, including specific details on animals and monsters that I feel should have been placed in the GM's Book.

Overall

To be quite honest, the King Arthur Pendragon game is the stuff of which legends are made. Despite its minor problems, it's worth the price and I highly recommend it. Now if you'll excuse me, I have to answer a challenge from a young knight who speaks with a French accent. He's challenged all the others and defeated them quite handily. I haven't recognized his arms yet (Per bendy, argent, and gules), but I can only hope. . . .

Final Rating
The King Arthur Pendragon Game
★ ★ ★

Category	Rating
Packaging	★★★★
Rules	★★★
Miscellaneous	★★★
Degree of Difficulty	2 (6 months role-playing experience needed)
Overall	★★★

© 1986 Errol Farstad. All Rights Reserved.

1. King Arthur Pendragon Game, ©1985 Greg Stafford. All Rights Reserved. Published by Chaosium Inc.
2. Game terms and details are from the King Arthur Pendragon Game, ©1985 Greg Stafford, and are protected by U.S. trademark and copyright laws.